

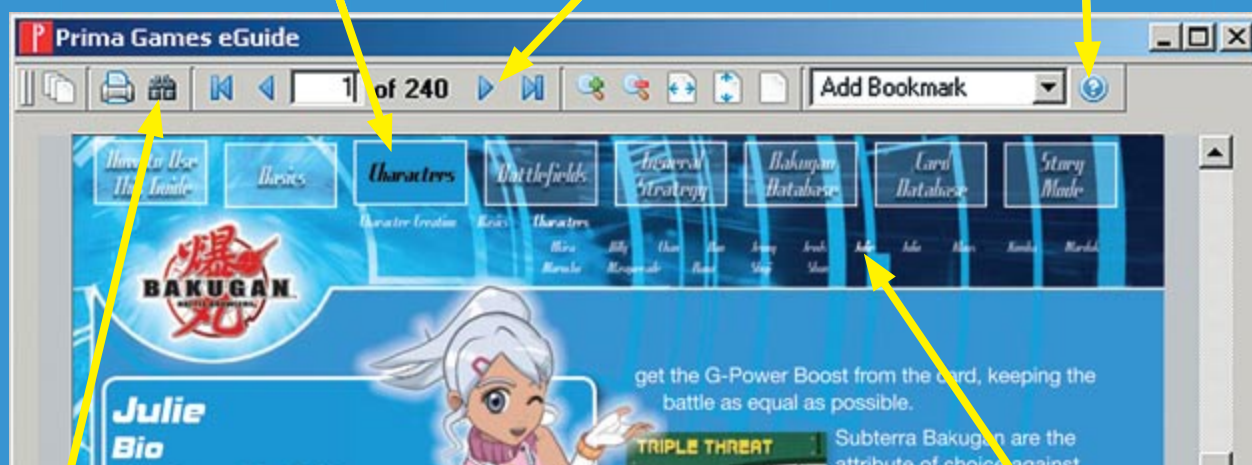
HOW TO USE THIS GUIDE

This *Bakugan Battle Brawlers* eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

The main menu puts all of the eGuide sections for *Bakugan Battle Brawlers* at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

Of course, you can also use the “page forward” and “return to beginning” icons to navigate through the eGuide.

For any other questions about your *Bakugan Battle Brawlers* eGuide, check out the help button.



Enter keywords to find a specific word or phrase.

Within each *Bakugan Battle Brawlers* eGuide section, all sub-sections are displayed for easy navigation.



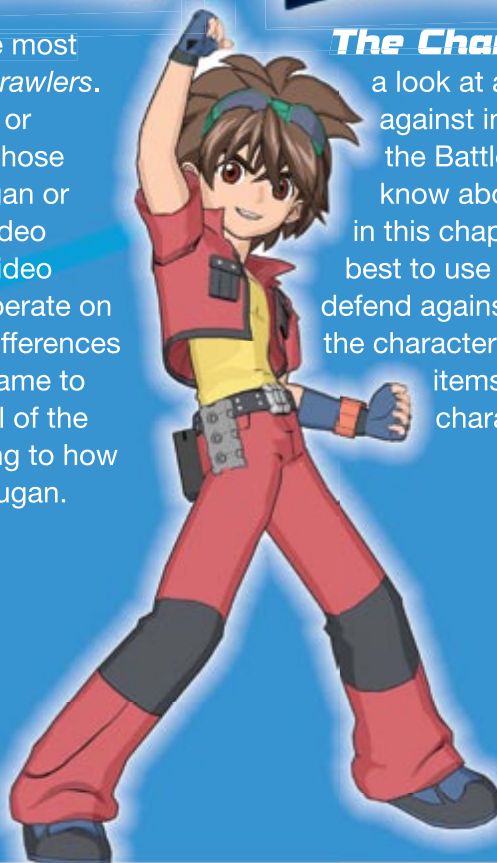
Bakugan Battle Brawlers is a card battle game for the Wii, Nintendo DS, PlayStation® 3, PlayStation® 2, and Xbox 360. For the most part, every version of the game is the same. There are some slight differences in how the game is controlled due to the differences in controllers between the various platforms, but the overall game-play experience is very similar. This guide offers detailed insight into the Bakugan world and how the trading card game has transitioned into a digital form. Here's a quick look at everything you'll find within the pages of this guide.



The Basics chapter covers the most basic elements of *Bakugan Battle Brawlers*. Everyone is a beginner at one point or another, and this chapter caters to those who may not be familiar with Bakugan or who need to understand how the video game version is played. While the video game and the trading card game operate on the same basic rule set, there are differences when transitioning from a real-life game to a digital one. This chapter covers all of the basics, from attacking and defending to how to use Gate Cards and acquire Bakugan.



The Characters chapter provides a look at all of the characters you'll fight against in the Story Mode and play as in the Battle Arena. Everything you need to know about each character can be found in this chapter, including strategies on how best to use their starting decks and how to defend against them. This chapter also details the character creation process and all of the items available to customize your character.





The Battlefields chapter takes an in-depth look at the different stages you and your Bakugan battle in. While the basic layout of each stage is relatively the same, there are multiple difficulty settings for each stage, and different ways to take strategic advantages within each stage to help you during battle. This chapter discusses the differences between the stages and how to use them to your advantage in a heated Bakugan battle.



The General Strategy chapter covers the basic strategies that are involved in a game of *Bakugan Battle Brawlers* no matter what kind of deck you've built. In this chapter you'll find everything you need to know to start building your best strategies against any and all challengers. Before you can become a master Bakugan Brawler, you must first understand the basics of the game and how to compete with the top players. This chapter provides all of this information and more.

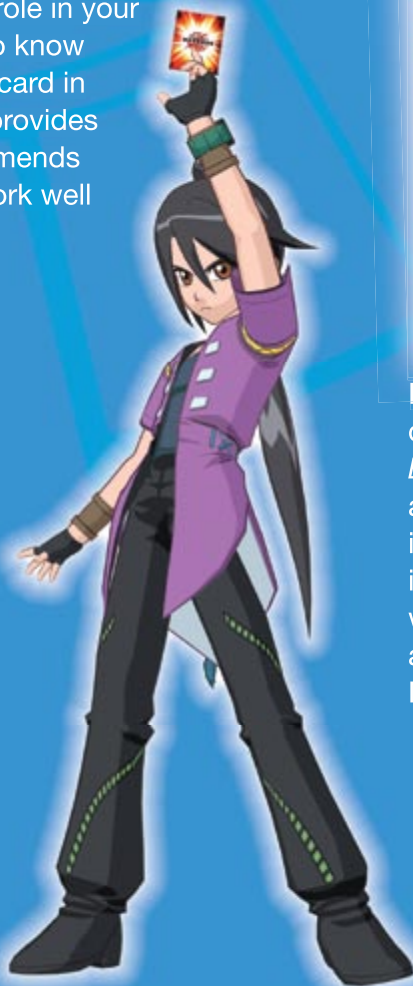


The Bakugan Database chapter details every Bakugan featured in the game, as well as which cards should be used with them and their priority in your deck. When a new Bakugan appears in the store, this chapter will be your one-stop shop for every bit of detail concerning that Bakugan and how it would apply to your deck.





The Card Database chapter is similar to the *Bakugan Database* chapter, except that instead of covering the Bakugan, it covers the cards. A Bakugan alone cannot win battles; the cards play an important role in your victory and you'll need to know every detail about every card in the game. This chapter provides those details and recommends specific Bakugan that work well with each card.



Finally, **the Story Mode** chapter is a detailed walkthrough of the Story Mode in *Bakugan Battle Brawlers*. This chapter includes a complete listing of every item in the store, including prices and availability. It also offers insight into how to build a successful deck that will carry you through Story Mode and hold up against the toughest competition in Battle Arena Mode.

BASICS

WHAT IS BAKUGAN BATTLE BRAWLERS?

Bakugan Battle Brawlers is a game that can be played by 1–4 people. Players each select three Bakugan and six cards, then take turns laying cards down and rolling Bakugan onto the cards. When two Bakugan occupy the same card, a battle takes place between them, and the player with the winning Bakugan takes possession of the card. The first player to earn three cards wins the match.

NOTE

In the PlayStation® 2 version only two “people” can play, although a maximum of four players is possible if two of them are CPU players.

BAKUGAN

Bakugan are creatures from another world who have come to Earth. New Bakugan can be bought and upgraded at the store in Story Mode using Bakugan Points (BP) earned through battles against other players. There are six different



Bakugan attributes: Pyrus (fire), Aquos (water), Subterra (earth), Haos (light), Darkus (darkness), and Ventus (wind). Some Bakugan are available in multiple attributes, while others can only be found in one specific attribute. Once you have purchased a Bakugan from the store you cannot change its attribute. If you want that specific Bakugan in a different attribute

(assuming it is available in multiple attributes), you must buy it again. However, a very limited number of Bakugan can be multiple attributes simultaneously.

All Bakugan are measured by six stats: G-Power, Speed, Defense, Acceleration, Endurance, and Jump. Each Bakugan can be upgraded nine times, from Level 1 to Level 10. Each stat can be upgraded to a maximum rating of 5. When a Bakugan reaches Level 10, it can no longer be upgraded unless you choose to reset the Bakugan back to its original state (Level 1). When a Bakugan is reset, all BP used to upgrade it are lost.

NOTE

In the Nintendo DS version, Bakugan are measured by G-Power, Speed, Defense, Control, Steering, and Magnet.

Bakugan Stats

Stat	Description
G-Power	Determines the strength of a Bakugan.
Speed	Determines the speed of throwing the Bakugan.
Defense	Determines the defense against Sphere Attacks.
Acceleration	Determines the speed of a Bakugan when steering.
Endurance/Steering	Determines the length of steering.
Jump	Determines the jumping height of a Bakugan.
Control	Determines the accuracy of a throw.
Magnet	Determines how easy it is to stand on a Gate Card. (Applies to DS version only.)



What Is Bakugan Battle Brawlers?

Bakugan

Gate Cards

Ability Cards

Decks

Throwing

Special Shots and S-Power Meter

Match Structure

Stand and Double Stand

Stag

Sphere Attacks and Critical K.O.

Battlefields

Battlefield Items, Pick-ups, and battle gems

Controller Layouts

GATE CARDS



Gold



Silver



Copper

Gate Cards are used at the beginning of a match and before each player's turn. At the beginning of a match, Gate Cards can only be placed in one of four spots in the middle of the battlefield. After the initial placement, additional Gate Cards can only be placed directly adjacent to an existing Gate Card. This means they can only be placed to the right or left, or above or below an existing Gate Card. If there are no remaining Gate Cards on the battlefield, all players must place one Gate Card before the next turn can take place.

Gate Cards are the starting point for all battles and can have a big impact on their outcome. Each Gate Card can only be used one time during a match. There are three different types of Gate Cards: Gold, Silver, and Copper. All three types of Gate Cards are marked with numbers corresponding to the six attributes. The G-Power of a Bakugan that lands on the card is raised by the number that corresponds with its attribute. For example, if a Gate Card has a Haos attribute of 100, when a Haos Bakugan lands on the Gate Card it will receive of G-Power Boost of 100 when the battle begins.

In addition to attribute numbers, Gold and Copper Gate Cards have special rules that provide

additional G-Power bonuses to Bakugan that fall under the specified rules. For example, a Gold Card may state that Leonidas gets double the G-Power bonus. If any other Bakugan lands on the card, it receives the standard G-Power bonus based on its attribute. However, in this case, when Leonidas lands on the card, the G-Power bonus is doubled.

The color of a Gate Card also determines the type of battle that will take place if two Bakugan land on the card.

Gate Card Battles

Gate Card Color	Console Battle Type	DS Battle Type
Gold	Shooting	Rub or Spin
Silver	Timing	Timing or Pop
Copper	Shake	Trace or Bound

NOTE

In the Xbox 360 and PlayStation® 2 versions, the Shake Battle is replaced by a Power Battle.

ABILITY CARDS



Red



Green



Blue

There are three types of Ability Cards: Red, Green, and Blue. Ability Cards are used to add additional G-Power Boosts once two Bakugan land on a Gate Card. Unlike Gate Cards, Ability Cards do not automatically provide G-Power Boosts based on the attribute of the Bakugan. In addition, Ability Cards can affect one or both Bakugan, while Gate Cards always have an effect on both Bakugan.

Some Ability Cards do more than simply boosting G-Power. For example, the Quick Draw Ability Card forces a Shooting Battle no matter what the color of the Gate Card. Under most circumstances, once an Ability Card has been used, you cannot use it again during the same match. However, a few Gate Cards allow a player to regain used Ability Cards.

DECKS



A deck consists of three Gate Cards and three Ability Cards. Each Bakugan can be of any

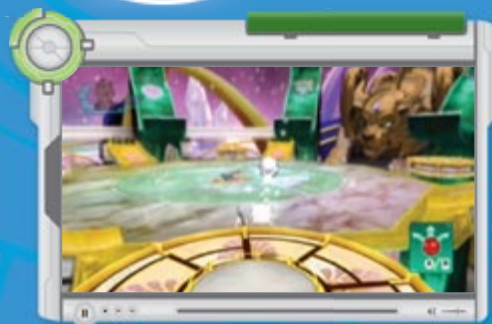
attribute, but the Gate Cards must consist of one Gold, one Silver, and one Copper Card, and the Ability Cards must consist of one Red, one Green, and one Blue Card. You can create two decks and switch between them any time you are not in a battle. You can organize your decks or switch between decks in the My Room option on the

main menu or in Story Mode, as well as in the Tournament menu or before any battle in the Park.

THROWING



Choose between a power throw and a normal throw...



...then
throw the
Bakugan.

To get a Bakugan from your deck onto a Gate Card, you must throw it. Throwing is also used to collect items around a battlefield. There are three different throws: normal throw, power throw, and Special Shot. A normal throw has a high arc, while a power throw moves faster with little to no arc. A Special Shot has unique properties and acts more like a power throw than a normal throw. It has a higher arc than a power throw, but more speed than a normal throw.

NOTE



The Nintendo DS version does not provide an option of a power throw or normal throw. Instead, the force used to perform a throw is the sole determinant of the speed and trajectory. However, a Special Shot is still available. Likewise, the PlayStation® 3, PlayStation® 2, and Xbox 360 versions allow players to determine the power of a throw via a meter that appears just before a throw is performed. However, the choice of a power throw or a normal throw is still available, in addition to a Special Shot.

SPECIAL SHOTS AND S-POWER METER



All Bakugan of each attribute have a unique throw called a Special Shot. Special Shots have different powers

depending on the attribute of the Bakugan, and they do not become available until your S-Power meter is full. The S-Power meter fills as other players take their turns. The longer another player's turn, the more your S-Power meter fills. The S-Power meter is located in the upper-left corner of the screen and only appears at the beginning of a player's turn.

Special Shot Abilities

Special Shot	Ability (console)	Ability (Nintendo DS)
Pyrus Strike	Creates a powerful Sphere Attack, allowing for an easier Critical K.O.	Creates a powerful Sphere Attack, allowing for an easier Critical K.O.
Aquos Spiral	Greatly increases the Endurance or Steering, allowing you to steer for a much longer time.	Greatly increases the Endurance or Steering, allowing you to steer for a much longer time.
Subterra Quake	If the Bakugan stands on a Gate Card, it causes a huge earthquake that reduces the G-Power of surrounding Bakugan.	If the Bakugan stands on a Gate Card, it causes a huge earthquake that reduces the G-Power of surrounding Bakugan. It also causes a critical K.O. If a Gate Card is landed on that contains a standing Bakugan.
Haos Lightning	The Bakugan will keep gaining G-Power as long as it's moving.	The Bakugan will keep gaining G-Power as long as it's moving. Also, all opposing Bakugan that are standing on Gate Cards will be knocked off if a Bakugan is hit directly with Haos Lightning.

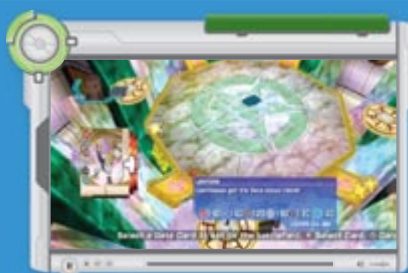
Special Shot Abilities (cont)

Special Shot	Ability (console)	Ability (Nintendo DS)
Darkus Phantom	The Bakugan is shrouded in darkness, making it immune to Sphere Attacks and any other interference from opposing players. It also steals G-Power from nearby enemy Bakugan during its initial stand.	The Bakugan is shrouded in darkness, making it immune to Sphere Attacks and any other interference from opposing players.
Ventus Storm	The Bakugan is surrounded by a tornado that sucks up nearby pick-ups on the battlefield.	The Bakugan is surrounded by a tornado that sucks up nearby pick-ups on the battlefield. It also creates a protective shell that prevents critical K.O. attacks and knocks a Bakugan off a Gate Card if thrown directly at it.

NOTE

All G-Power gained from Haos Lightning is lost if the Bakugan does not stand on a card during the same turn.

MATCH STRUCTURE



All players select a Gate Card...



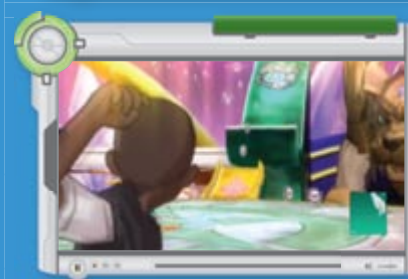
...you can then place a second Gate Card (optional)...



...then aim your throw...



...select a Bakugan...



...and perform the throw.

There are three types of matches: 1-on-1, Tag Team Battle, and Battle Royale. A 1-on-1 match consists of two players battling head to head against one another. A Tag Team Battle consists of two teams of two players each, battling together. During a Tag Team Battle, players on the same team cannot battle each other and the Gate Cards won count toward a team total. When a team acquires three Gate Cards the battle is over, just as in a normal 1-on-1 battle. A Battle Royale consists of three or four players, playing individually against each other. The same rules as a 1-on-1 battle apply to this battle. The only difference is that there are now two more players to worry about.

A match starts with each player selecting a Gate Card and placing it in the spot opposite their character's position on the battlefield. When each player has placed a single Gate Card, each player gets one turn, going in order from player one up to player four, depending on the number of players



What Is Bakugan Battle Brawlers?

Bakugan

Gate Cards

Ability Cards

Decks

Throwing

Special Shots and S-Power Meter

Match Structure

Stand and Double Stand

Sphere Attacks and Critical K.O.

Battlefields

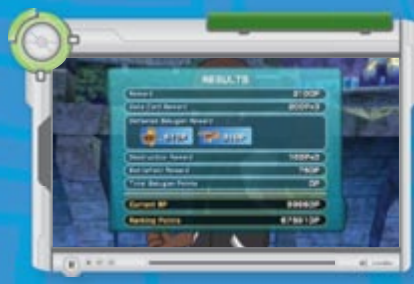
Battlefield Items, Pick-ups, and battle gems

Controller Layouts

in the match. Each turn consists of the option to place a single Gate Card, aiming your throw, then selecting a Bakugan to throw. Each Gate Card can only be used once during a match. Once a Bakugan lands on a card, it cannot be thrown again until all three Bakugan have landed on a Gate Card.

When you have selected a Bakugan, you must choose what type of throw you're going to use, and then the Bakugan is thrown. When Bakugan from two opposing players land on the same Gate Card, a battle ensues. The winner of the battle obtains the Gate Card, and the first player or team to win three Gate Cards wins the match.

At the conclusion of a match, BP is awarded based on a number of factors.



Post-Match Rewards (Console)

Bonus Type	BP Awarded
Reward	500 (easy), 1,000 (normal), 1,500 (hard)
Gate Card Reward	200 × number of Gate Cards won
Defeated Bakugan Reward	Determined by the Bakugan defeated
Destruction Reward	150 × number of Battle Gems broken
Battlefield Reward	500 (easy), 750 (normal), 1,000 (hard)

NOTE

Reward and Battlefield Reward are awarded based on the difficulty level of the opposing player's deck and of the battlefield, respectively.

Post-Match Rewards (Nintendo DS)

Bonus Type	BP Awarded
Victory Bonus	Varies depending on location, opponent, and match type
Defeat Bakugan Bonus	Determined by the Bakugan defeated
Pick-up Bonus	G-Power pick-ups × 100 and S-Power pick-ups × 100
Turn Bonus	During a normal battle, 1,000 (win in three turns), 500 (win in four turns), 200 (win in five turns). During a tag team battle, 3000 (win in three turns), 1500 (win in four turns) 600 (win in five turns)
Perfect Bonus	The total BP doubles when the player wins the match without losing any Gate Cards to the opponent.

STAND AND DOUBLE STAND



Stand

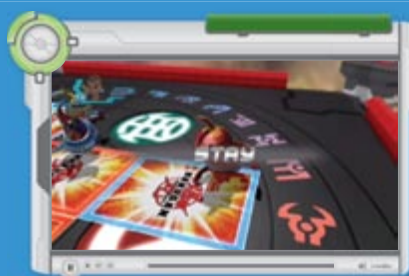


Double Stand

If a Bakugan lands on a Gate Card and stops, it transforms into Battle Mode. This is referred to as standing. Bakugan from two opposing players must stand on the same Gate Card to begin a battle. If two Bakugan from the same player stand on the same Gate Card, it is called a Double Stand. During a Double Stand the player earns the Gate Card without having to battle. If there is another Gate Card directly adjacent to the card where the Double

Stand takes place, the player is given a choice of taking the Gate Card or moving the last Bakugan thrown to the adjacent Gate Card.

STAY



If all of one player's Bakugan are standing on Gate Cards and his or her turn comes up again, the player can choose one of

the Bakugan to stay. If that player's turn comes around again and the Bakugan is still on the Gate Card, the card is won without a battle.

SPHERE ATTACKS AND CRITICAL K.O.



When a Bakugan forcefully hits an opposing Bakugan that's standing on a card, it is referred to as a Sphere Attack. A Sphere

Attack generally occurs during a power throw, but it can happen any time a Bakugan collides with another Bakugan with enough force. For example, if a Bakugan is falling from a great height and hits an opposing Bakugan, the force of the fall is enough to cause a Sphere Attack. When a Sphere Attack takes place, the Bakugan originally standing on the card loses G-Power. The amount of G-Power lost is determined by the stats of both Bakugan. If a Bakugan loses all of its G-Power or is knocked off of a Gate Card during a Sphere Attack, it is considered a Critical K.O. In

NOTE

In the Nintendo DS version there are only Critical K.O.s. The Speed stat of your Bakugan directly affects their proficiency with Critical K.O.s. In addition, Critical K.O.s only occur when an opposing Bakugan is knocked off of a Gate Card.

BATTLEFIELDS



All matches in *Bakugan Battle Brawlers* take place on one of eight battlefields. Six of the battlefields correspond with

one of the Bakugan attributes, with the seventh and eighth battlefields being neutral. A Bakugan matching the attribute of the battlefield receives a minor boost to the G-Power generated during battles, while Bakugan of opposing attributes receive a minor G-Power penalty.

Battlefields have three difficulty settings: easy, normal, and hard. The higher the difficulty setting, the more obstacles that appear on the battlefield. In addition, each battlefield except for Arena and Standard features various pick-ups scattered throughout; G-Power, Fuel, and Hyper Ability Cards can all be found.



One of many stage obstacles



What Is Bakugan Battle Brawlers?

Bakugan

Gate Cards

Ability Cards

Decks

Throwing

Special Shots and S-Power Meter

Match Structure

Stand and Double Stand

Stag

Sphere Attacks and Critical K.O.

Battlefields

Battlefield Items, Pick-ups, and battle gems

Controller Layouts

BATTLEFIELD ITEMS, PICK-UPS, AND BATTLE GEMS



Battle Gem



Pick-up



Hyper Ability Card



Fuel Canister

Six different Battlefield items can be found inside of Battle Gems on various battlefields. Each Battle Item has a different effect that can be activated during a battle by pressing the corresponding button. In order to obtain the Battle Item, you must throw a Bakugan at a Battle Gem hard enough to break the gem. A Power Throw is almost always forceful enough to break a gem.

Pick-ups consist of Hyper Ability Cards and G-Power. There are six Hyper Ability Cards that serve to protect your Bakugan or disrupt opponents during a player's turn instead of during a battle. G-Power pick-ups increase your Bakugan's G-Power by varying amounts. Your Bakugan must stand on a card in order to keep any Battlefield items or pick-ups obtained during that turn.

Battle Item Abilities

Battle Item	Ability	Duration
G-Power Swap	The G-Powers of both Bakugan are swapped.	N/A
G-Power Booster	The G-Power earned by the player during a battle is increased by three times.	Five seconds
G-Power Stall	The opposing player earns only 25% of the normal G-Power.	Five seconds
Clock Stopper	The opposing player is unable to participate in the battle.	Five seconds
Big Advantage	The Battlefield items your opponent possesses become your Battlefield Items.	N/A
Fickle Finger of Fate	Only one player at a time can earn G-Power during a battle. That player is decided randomly every three seconds.	Until the current battle ends

NOTE

In addition to the pick-ups in the console versions, the Nintendo DS version also includes S-Power and experience pick-ups. S-Power pick-ups increase your S-Power meter, and experience pick-ups increase the experience meter for the Bakugan that comes in contact with it. There are no Battlefield items in the Nintendo DS version. Instead, Battle Gems provide an S-Power pick-up, three G-Power pick-ups, or five experience points.

CONTROLLER LAYOUTS

Wii

+Control Pad: Navigate menus
Select and place cards
Adjust aim (in game)
Back Spin (steering)

A Button: OK, Use Steering

B Button: Back, Zoom (during aim)
Shoot interference

Pointer: Navigate menus, Aim
interference

- Button: Cycle menu selections

+ Button: Pause, Cycle menu selections

1 Button: Gate Card (in game), Select Deck



SQUARE button: Details (in game), Select deck

TRIANGLE button: Gate Card (in game), Change match rules, activate Battle Items

CIRCLE button: Back

X button: Jump (while Steering), OK

START button: Pause Menu

Xbox 360

Left and Right Bumpers:
Cycle menu selections, Switch
throw type, Back Spin (Steering)

Left Stick: Navigate menus,
Select cards, Adjust aim (in
game), Place cards (in game),
Use Steering, Aim Interference

Click Left Stick: Zoom

Right Stick: Use Steering

Directional Pad: Navigate menus, Select cards

BACK button: Info (in game)

Right Trigger: Hold to set power, Release to throw,
Accelerate, Shoot Interference

X button: Details (in game), Select deck

Y button: Gate Card (in game), Change match rules

B button: Back

A button: Jump (while Steering), OK

START button: Pause Menu



PlayStation® 3

L1 button/R1 button: Cycle menu
selections, Cycle Shot type,
Back Spin (Steering)

R2 button: Hold to set throw power,
Activate Stering

left stick: Navigate,
menus, Select cards, Adjust aim (Battle), Place cards (Battle),
Use Steering, Aim interference

L3 button: Zoom

START button: Pause Menu

right stick: Use After Touch

square button: Gate Card (Battle), Select Deck

triangle button: Change match rules, activate Battlefield Items

circle button: Back

X button: OK



PlayStation® 2

L1 button/R1 button: Cycle menu
selections, Switch throw type,
Back Spin (Steering)

left analog stick: Navigate
menus, Select cards, Adjust aim (in game), Place cards (in
game), Activate/Use Steering, Aim Interference

L3 button: Zoom

right analog stick: Activate/Use Steering

directional buttons: Navigate menus, Select cards

SELECT button: Info (in game)

R2 button: Hold to set power, Release to throw, Accelerate,
Shoot Interference



Nintendo DS

Microphone: Blow into the
microphone to jump

L / R Buttons: Rotate camera,
View stats (in game)

+Control Pad: Navigate menus,
Adjust aim (in game), Select and
place cards (in game), Steering

Touch Screen: Navigate menus,
Throw Bakugan, Steering, Battle
controls

A Button: OK

B Button: Back





Character Creation

Basics

Characters

Bakugan Attribute

Skin Tone

Hair Style and Color

Eye Type and Color

Nose Type

Mouth Type

Pants Style

Shoe Style

CHARACTERS

CHARACTER CREATION

When you first begin the Story Mode you have the option to customize the look and name of your character. You can then use this character in the Battle Arena Mode as well.



Enter Name

Bakugan Attribute

NOTE

The attribute you select determines which attribute Leonidas and Omega Leonidas will be.

- Pyrus
- Subterra
- Haos
- Darkus
- Aquos
- Ventus

Skin Tone

- Tone 1
- Tone 2
- Tone 3
- Tone 4
- Tone 5

Hair Style and Color

- Spiky
- Short
- Styled
- Untidy
- Mohawk
- Fro
- Close Buzz
- Cornrows

Eye Type and Color

- Small
- Angled Up
- Angled Down
- Large

Nose Type

- Small
- Snub
- Long
- Bridge
- Button

Mouth Type

- Thin
- Full

Shirt Style

- Stylish
- Jacket
- T-Shirt
- Tank Top
- Leather Jacket
- Japanese

Pants Style

- Athletic
- Shorts
- Jeans
- Long
- Chaps
- Japanese

Shoe Style

- Sneakers
- Hiking
- Athletic
- Leather Boots
- Army Boots
- Leather

NOTE

The Nintendo DS version does not have the entire selection of customization items listed here.

BASICS

Decks

All of the character decks in this chapter are divided into three difficulty levels: easy, normal, and hard. In addition, the levels of all three Bakugan in each deck are the same, and listed as “Bakugan (Level #)” in the character section. Each character has two deck options in each difficulty. However, the decks listed are only the most common decks used by each character. It is possible to battle against one of these characters and not see the exact deck structure listed in this chapter. Each character will always use cards or Bakugan from the six decks listed, and under most circumstances each deck is accurately represented. Once you have completed Story Mode, the decks will almost always be 100 percent accurate in the Park in Story Mode or during Battle Arena fights. The exceptions include:

- The first tutorial
- Dan in the final match in tournament 5

- Marduk in the final match in UBT
- Marduk in the final battle

Deck Strategies

With such a wide variety of deck options available, and different Bakugan and cards available as you progress through Story Mode, it is difficult to recommend a strategy that will work no matter what kind of deck configuration you have. All of the strategies detailed in this chapter assume you have a deck on par with your opponent's deck.

A separate strategy is provided for each character's individual decks. However, a few general strategies apply to all decks in this chapter:

- Avoid fighting on your opponent's Gate Cards when at all possible.
- If you must fight on an opponent's Gate Card, let them stand on the card first so you can see which Bakugan you will be facing, unless otherwise noted in the detailed strategies for each character deck.
- Each Bakugan has a corresponding Gate Card, which is one reason not to fight on your opponent's Gate Card. If you get the Bakugan's Gate Card, it receives a significant G-Power Boost, making the battle much harder to win.
- Use at least +50 G-Power Ability Cards against easy decks, +100 G-Power against normal decks, and +150 G-Power against hard decks. This will help you even the playing field as your opponent uses his or her Ability Cards.

NOTE

The decks listed in this section are for the console version. Character decks for the DS version are similar, but vary somewhat to include the cards exclusive to the Nintendo DS version.



Character Creation Basics Characters
 Decks Deck Strategies Bakugan Attributes Akira Billy Chan Dan Jenny Jewls Julie Julio Klaus Komba Marduk
 Marucho Masquerade Runo Shuji Shun

Bakugan Attributes

Specific Bakugan attributes are recommended throughout this chapter. These recommendations assume there are no other variables involved in the match, such as the battlefield. During Story Mode tournaments, or when fighting on battlefields where certain attributes have an advantage or disadvantage, your choice of attribute will be influenced by those factors. Take this into consideration when an attribute is recommended, but try to have at least one Bakugan of the recommended attribute in your deck. You should also try to avoid using any attributes that are not good against specific character decks as recommended in this chapter.

CHARACTERS

Akira Bio

Akira is Shuji's younger brother and an aspiring Bakugan player. He spends all his time with Shuji and often challenges Dan even though he loses. Like Shuji, he sees Dan as his rival. He uses Subterra Bakugan.

Primary Attribute: Subterra Easy Deck Strategy

If Akira uses Easy Deck 1, try to avoid fighting with Aquos, Ventus, or Haos Bakugan. If there's no way to avoid using at least one of these three attributes, make sure to use the undesired Bakugan on your first turn. This tactic nullifies Akira's Triple Threat Ability Card, or at the very least, forces him to use it first or not use it at all, leaving him with only two +50 G-Power Ability



Character Primary Attribute Chart

Character	Attribute
Akira	Subterra
Billy	Subterra
Chan	Pyrus
Dan	Pyrus
Jenny	Aquos
Jewls	Subterra
Julie	Subterra
Julio	Haos
Klaus	Aquos
Komba	Ventus
Marduk	Darkus
Marucho	Aquos
Masquerade	Darkus
Runo	Haos
Shuji	Random
Shun	Ventus

Cards. Under this limitation, Akira's Delayed Attack Gate Card is also much less effective because he will still be limited to two additional Ability Cards instead of three.



Against Akira's Easy Deck 2, use a similar strategy, except this time try to avoid using Subterra, Haos, or Darkus Bakugan. This has the same effect on Akira's Blowing Winds Ability Card as it had on his Triple Threat Ability Card. However, his Lock & Load Gate Card can be very dangerous if you aren't using a Ventus or Aquos Bakugan. To avoid the Blowing Winds Ability Card and still take advantage of the Lock & Load Gate Card, use Aquos Bakugan to stand on Akira's Gate Cards, and try not to use Subterra, Haos, or Darkus if at all possible.

Easy Deck 1

Bakugan (Level 1)

- Centipoid
- Juggernaut
- Serpenoid



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Serpenoid	Gold	60	140	120	80	20	40	Serpenoids get the Gate bonus twice!	VG017-GA-SM
Powder Keg	Silver	140	120	80	20	40	60	—	BA245-GA-SM
Delayed Attack	Copper	100	40	50	110	150	50	Player with the least Gate Cards gets all used Ability Cards back.	BA313-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Stuck	Red	During a battle; +50 G-Power.	BA227-AB-SM
Triple Threat	Green	During a battle; +100 G-Power if your enemy is Aquos, Ventus, or Haos.	BA284-AB-SM
Bright Light	Blue	During a battle; +50 G-Power.	BA165-AB-SM

Easy Deck 2

Bakugan (Level 1)

- Centipoid
- Robotallion
- Saurus



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Saurus	Gold	140	120	80	20	40	60	Sauruses get the Gate bonus twice!	VG016-GA-SM
Vacuum	Silver	50	20	50	60	20	70	—	BA248-GA-SM
Lock & Load	Copper	100	150	70	50	80	150	Each Subterra and Aquos Bakugan gets +100 G-Power.	BA261-GA-SM

Ability Cards

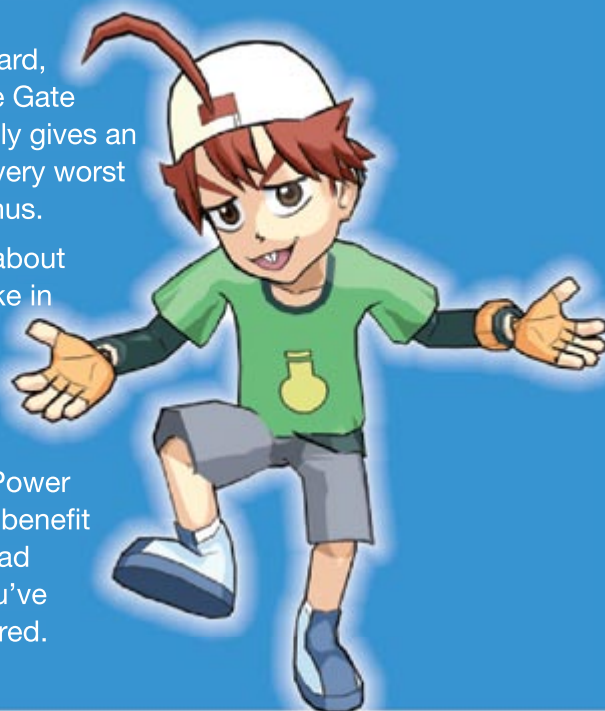
Name	Color	Rule	Serial Number
Uneven Bump	Red	If your Bakugan's attribute is different than opponent's, your Bakugan gains +50 G-Power.	BA187-AB-SM
Blowing Winds	Green	During a battle; +100 G-Power if your enemy is Subterra, Haos, or Darkus.	BA288-AB-SM
G-Power Boost	Blue	During a battle; +60 G-Power.	BA166-AB-SM

Normal Deck Strategy

Subterra Bakugan are preferred when fighting against Akira's Normal Deck 1. This strategy does not allow Akira to use his Battle Gate Ability Card, and negates the effects of the Triple Threat Ability Card, leaving him with only one usable Ability Card. His Change of Fate Gate Card can have an adverse effect on the match, but because it only gives an additional bonus if you have more Gate Cards than Akira, at the very worst you will be tied if you end up losing the battle because of the bonus.



There is only one thing you need to worry about when facing Akira's Normal Deck 2. Just like in his Easy Deck 1, he has the Triple Threat Ability Card. Avoid using Aquos, Ventus, or Haos Bakugan to eliminate this threat. Beyond this card, Akira has access to the Overpower Gate Card and the Triangle of Power Ability Card. However, both of these cards benefit Akira only if he's already winning. Stay ahead of Akira with the number of Gate Cards you've obtained and these cards are not to be feared.



Normal Deck 1

Bakugan (Level 4)

- Centipoid
- Stinglash
- Juggernaut

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Juggernaut	Gold	100	40	50	110	150	50	Juggernauts get the Gate bonus twice!	VG014-GA-SM
Fire Pit	Silver	140	120	80	20	20	60	—	BA133-GA-SM
Change of Fate	Copper	60	80	50	20	90	70	The Bakugan used by the player with the least Gate Cards gets +100 G-Power.	BA315-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Battle Gate	Red	If your Bakugan's attribute is different than opponent's, your Bakugan gains +100 G-Power.	BA194-AB-SM
Triple Threat	Green	During a battle; +100 G-Power if your enemy is Aquos, Ventus, or Haos.	BA284-AB-SM
G-Power Up	Blue	During a battle; +60 G-Power.	BA230-AB-SM

Normal Deck 2

Bakugan (Level 4)

- Centipoid
- Terrorclaw
- Robotallion



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Centipoid	Gold	60	80	50	20	90	70	Centipoids get the Gate bonus twice!	VG022-GA-SM
Elevated Field	Silver	90	110	100	90	110	100	—	BA197-GA-SM
Overpower	Copper	110	60	90	120	140	110	The Bakugan used by the player with most Gate Cards gets +100 G-Power.	BA150-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Quick Draw	Red	Allows you to select a Shooting Battle.	VG008-AB-SM
Triple Threat	Green	During a battle; +100 G-Power if your enemy is Aquos, Ventus, or Haos.	BA284-AB-SM
Triangle of Power	Blue	During a battle; + 50 G-Power for each Gate Card you've won.	BA280-AB-SM

Hard Deck Strategy

Akira's Hard Deck 1 is a fairly solid deck. Make sure you are not the first to stand on any of his Gate Cards to avoid the negative effects of Power Drain. You should also avoid using Pyrus, Ventus, or Darkus Bakugan if you can. This removes the danger of Akira's Ground Shutdown Ability Card.



The best course of action against Akira's Hard Deck 2 is to use Subterra Bakugan. This grants you the bonus from the Sinkhole Gate Card, while limiting Akira from using the Ground Attack Ability Card. If you cannot use Subterra Bakugan, at the very least avoid using

Pyrus, Aquos, or Ventus to keep his Ground Attack Ability Card from being used.

Hard Deck 1 Bakugan (Level 7)

- Centipoid
- Terrorclaw
- Robotallion



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Terrorclaw	Gold	60	90	50	120	110	150	Terrorclaws get the Gate bonus twice!	BA144-GA-SM
Muddy Ground	Silver	20	60	140	120	80	20	—	BA134-GA-SM
Power Drain	Copper	110	100	80	70	50	40	The Bakugan who stood on this card first loses half its printed G-Power.	BA264-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Julie's Throw	Red	During a battle; +100 G-Power.	BA158-AB-SM
Ground Shutdown	Green	During a battle; +200 G-Power if your opponent is Pyrus, Ventus, or Darkus.	BA332-AB-SM
Dark Circumference	Blue	During a battle; +120 G-Power if your enemy has a higher printed G-Power.	BA325-AB-SM

Hard Deck 2

Bakugan (Level 7)

- Centipoid
- Siege
- Griffon

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Centipoid	Gold	60	80	50	20	90	70	Centipoids get the Gate bonus twice!	VG022-GA-SM
Sun Spot	Silver	60	140	120	80	20	40	—	BA294-GA-SM
Sinkhole	Copper	80	60	90	120	140	90	Each Subterra Bakugan gains +200 G-Power.	BA186-GA-SM



Character Creation

Basics

Characters

Mikie
MaruchoBilly
MasqueradeChan
RunoDan
RunoJenny
ShunJewels
Shun

Julie

Julio

Klaus

Komba

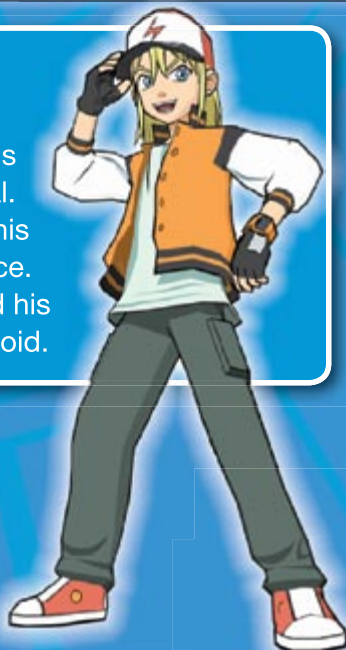
Marduk

Ability Cards

Name	Color	Rule	Serial Number
Timing Battle	Red	Allows you to select a Timing Battle.	VG010-AB-SM
Ground Attack	Green	During a battle; +100 G-Power if your opponent is Pyrus, Aquos, or Ventus.	BA289-AB-SM
Gusty Maneuver	Blue	During a battle; +120 G-Power if your enemy has a higher printed G-Power.	BA326-AB-SM

Billy Bio

Billy was childhood friends with Julie and a good rival. He prefers to overpower his opponents with sheer force. He is a Subterra user, and his guardian Bakugan is Cycloid.



Primary Attribute: Subterra Easy Deck Strategy

To have a good chance against Billy's Easy Deck 1, use Subterra Bakugan. This gives you the additional bonus from his Lock & Load Gate Card, while not allowing Billy to use his Triple Threat Ability Card. If you cannot use Subterra Bakugan, at the very least avoid using Ventus or Haos.



There are only two things to make note of when coming up with a strategy to beat Billy's Easy Deck 2. Try not to use any Aquos, Ventus, or Haos Bakugan, and make sure your Bakugan stand on Billy's Gate Cards before his do. Avoiding these three attributes nullifies the

Triple Threat Ability Card, and if you make sure to stand on Billy's Gate Cards first, he won't get the additional bonus granted by the Quick Strike Gate Card. If you can't stand on his Gate Cards first, avoid them and stand on your own Gate Cards if at all possible.

Easy Deck 1 Bakugan (Level 3)

- Terrorclaw
- Saurus
- Juggernaut



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Terrorclaw	Gold	60	90	50	120	110	150	Terrorclaws get the Gate bonus twice!	BA144-GA-SM
Vacuum	Silver	50	20	50	60	20	70	—	BA248-GA-SM
Lock & Load	Copper	100	150	70	50	80	150	Each Subterra and Aquos Bakugan gets +100 G-Power.	BA261-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Power Surge	Red	Allows you to select a Shaking Battle.	VG009-AB-SM
Triple Threat	Green	During a battle; +100 G-Power if your enemy is Aquos, Ventus, or Haos.	BA284-AB-SM
G-Power Up	Blue	During a battle; +60 G-Power.	BA230-AB-SM

Easy Deck 2

Bakugan (Level 3)

- Falconeer
- Robotallion
- Serpenoid

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Falconeer	Gold	120	100	150	50	100	50	Falconeers get the Gate bonus twice!	VG018-GA-SM
Sun Spot	Silver	60	140	120	80	20	40	—	BA294-GA-SM
Quick Strike	Copper	250	200	300	250	200	150	The Bakugan who stood on this card first gets +100 G-Power.	BA266-GA-SM



Ability Cards

Name	Color	Rule	Serial Number
Stuck	Red	During a battle; +50 G-Power.	BA227-AB-SM
Triple Threat	Green	During a battle; +100 G-Power if your enemy is Aquos, Ventus, or Haos.	BA284-AB-SM
G-Power Boost	Blue	During a battle; +60 G-Power.	BA166-AB-SM

Normal Deck Strategy

Against Billy's Normal Deck 1, avoid using Pyrus, Aquos, or Ventus Bakugan and try to fill your deck with Subterra Bakugan. This strategy eliminates Billy's ability to use the Ground Attack or Battle Gate Ability Cards, and gives you the same bonus Billy gets from the Sinkhole Gate Card. He will no longer have a significant advantage in the match, making him much easier to handle.



Billy's Normal Deck 2 is geared toward giving his Cycloid Bakugan huge G-Power bonuses. Unfortunately, there's no way to avoid this, but given the fact that this is where a bulk of Billy's offensive power originates, losing a single battle to Cycloid is

a small price to pay. The rest of Billy's deck is fairly limited, with the only advantage being the Catch-up Gate Card, which only rewards Billy if he's losing. Fighting against this deck is more about the strength of your deck, rather than using tactics to combat his deck.

Normal Deck 1 Bakugan (Level 6)

- Cycloid
- Griffon
- Stinglash



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Stinglash	Gold	80	20	20	200	100	120	Stinglashes get the Gate bonus twice!	VG019-GA-SM
High Energy	Silver	110	120	120	110	120	120	—	BA138-GA-SM
Sinkhole	Copper	80	60	90	120	140	90	Each Subterra Bakugan gains +200 G-Power.	BA186-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Battle Gate	Red	If your Bakugan's attribute is different than opponent's, your Bakugan gains +100 G-Power.	BA194-AB-SM
Ground Attack	Green	During a battle; +100 G-Power if your opponent is Pyrus, Aquos, or Ventus.	BA289-AB-SM
Mega Impact	Blue	During a battle; +100 G-Power.	BA188-AB-SM

Normal Deck 2

Bakugan (Level 6)

- Cycloid
- Centipoid
- Robotallion

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Cycloid	Gold	70	120	150	120	100	60	Cycloids get the Gate bonus twice!	BA145-GA-SM
Whirlpool	Silver	90	200	170	110	50	50	—	BA140-GA-SM
Catch-up	Copper	80	90	50	50	60	80	The Bakugan used by the player with the least Gate Cards gets +200 G-Power.	BA149-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Julie's Throw	Red	During a battle; +100 G-Power.	BA158-AB-SM
Right Giganto	Green	Cycloid gets +200 G-Power.	VG022-AB-SM
Flash	Blue	During a battle; +100 G-Power.	BA228-AB-SM



Hard Deck Strategy

There are two things you can do to counter Billy's Hard Deck 1. The first is to avoid using Pyrus, Ventus, or Darkus Bakugan to prevent Billy from using the Ground Shutdown Ability Card. You should also build your deck so that your Bakugan can win battles without relying on bonuses from Ability Cards. Billy has the Ability Block Gate Card, which does not allow either player to use any Ability Cards for the battle.



Against Billy's Hard Deck 2, do not use any Haos Bakugan. The Subterra and Haos Combo Ability Card gives Billy a big G-Power Boost if you're using a Haos Bakugan. In addition, try to avoid standing on Billy's Gate Cards first. The Power Drain Gate Card cuts your

Bakugan's G-Power in half if it stands on the card first. If there's no other way to avoid it, try to gather as many G-Power pick-ups as possible before landing on any of Billy's Gate Cards to limit the damage as much as possible.

Hard Deck 1

Bakugan (Level 9)

- Cycloid
- Centipoid
- Gargonoid



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Centipoid	Gold	60	80	50	20	90	70	Centipoids get the Gate bonus twice!	VG022-GA-SM
The Cliffs	Silver	120	100	150	50	100	50	—	BA247-GA-SM
Ability Block	Copper	20	0	20	0	20	0	No Ability Cards may be played.	BA154-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Quick Draw	Red	Allows you to select a Shooting Battle.	VG008-AB-SM
Ground Shutdown	Green	During a battle; +200 G-Power if your opponent is Pyrus, Ventus, or Darkus.	BA332-AB-SM
Gusty Maneuver	Blue	During a battle; +120 G-Power if your enemy has a higher printed G-Power.	BA326-AB-SM

Hard Deck 2

Bakugan (Level 9)

- Cycloid
- Gargonoid
- Griffon

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Fortress	Gold	170	110	80	130	100	140	Fortresses get the Gate bonus twice!	BA254-GA-SM
Black Hole	Silver	120	100	150	50	100	50	—	BA295-GA-SM
Power Drain	Copper	110	100	80	70	50	40	The Bakugan who stood on this card first loses half its printed G-Power.	BA264-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Grand Slide	Red	During a battle; +150 G-Power.	VG004-AB-SM
Right Giganto	Green	Cycloid gets +200 G-Power.	VG022-AB-SM
Subterra and Haos Combo	Blue	If your opponent's Bakugan is Haos and your Bakugan is Subterra, your Bakugan gets +200 G-Power.	VG035-AB-SM





Character Creation

Basics

Characters

Mikie
MaruchoBilly
MasqueradeChan
RunoDan
RunoJenny
ShunJewels
Shun

Julie

Julio

Klaus

Komba

Marduk

Chan Bio

Chan is very confident and dignified. She uses Fortress and its peculiar ability to change into different forms. She knows martial arts and her throwing form is impeccable. She is a Pyrus user.



Primary Attribute: Pyrus

Easy Deck Strategy

For best results against Chan's Easy Deck 1, use a deck composed entirely of Pyrus Bakugan. This will have a huge impact on the power of Chan's deck, most importantly limiting her use of the Uneven Bump Ability Card. If you can't do this, try to use at least one Pyrus or Darkus Bakugan in your deck. A Bakugan of either attribute will receive a bonus from Chan's Bakugan Duo Gate Card. As long as you're not using Aquos, Ventus, or Haos Bakugan, Chan will not be able to use her Triple Threat Ability Card, lowering her advantage even more.



The only defensive measure you can take against Chan's Easy Deck 2 is to avoid using Subterra, Haos, or Darkus Bakugan. This strategy does not allow Chan to use her Blowing Winds Ability Card. Everything else of significance that Chan has in this deck either you can't do

anything out of the ordinary to combat it, or Chan only gets a boost if she's losing the battle. Overall, as long as you have a strong deck and avoid the previously mentioned attributes, you shouldn't have many issues against this deck.

Easy Deck 1

Bakugan (Level 3)

- Siege
- Centipoid
- Saurus



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Saurus	Gold	140	120	80	20	40	60	Sauruses get the Gate bonus twice!	VG016-GA-SM
Elevated Field	Silver	90	110	100	90	110	100	—	BA197-GA-SM
Bakugan Duo	Copper	80	50	30	50	140	80	Each Pyrus and Darkus Bakugan gains +100 G-Power.	BA153-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Uneven Bump	Red	If your Bakugan's attribute is different than opponent's, your Bakugan gains +50 G-Power.	BA187-AB-SM
Triple Threat	Green	During a battle; +100 G-Power if your enemy is Aquos, Ventus, or Haos.	BA284-AB-SM
Hot Wind	Blue	During a battle; +50 G-Power.	BA190-AB-SM

Easy Deck 2

Bakugan (Level 3)

- Fear Ripper
- Griffon
- Juggernaut

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Fear Ripper	Gold	150	50	90	70	50	100	Fear Rippers get the Gate bonus twice!	VG023-GA-SM
The Cliffs	Silver	120	100	150	50	100	50	—	BA247-GA-SM
Delayed Attack	Copper	100	40	50	110	150	50	Player with the least Gate Cards gets all used Ability Cards back.	BA313-GA-SM

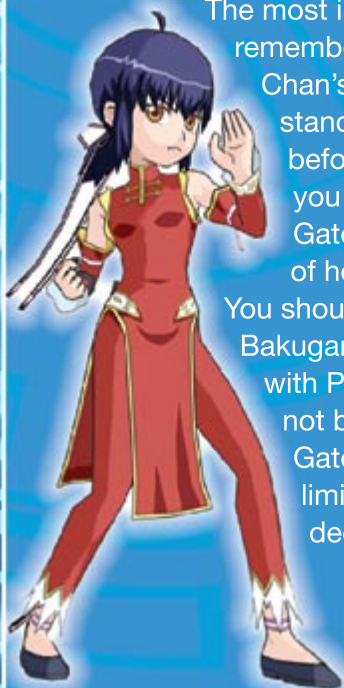
Ability Cards

Name	Color	Rule	Serial Number
Dan's Throw	Red	During a battle; +50 G-Power.	BA162-AB-SM
Blowing Winds	Green	During a battle; +100 G-Power if your enemy is Subterra, Haos, or Darkus.	BA288-AB-SM
G-Power Boost	Blue	During a battle; +60 G-Power.	BA166-AB-SM



Normal Deck Strategy

The most important thing to remember when fighting against Chan's Normal Deck 1 is to stand on her Gate Cards before she does. This gives you the bonus from her Tricky Gate Card and removes one of her biggest advantages. You should also focus on Pyrus Bakugan. If you can fill your deck with Pyrus Bakugan, Chan will not be able to use her Battle Gate Ability Card, further limiting the power of this deck.



Try not to use Aquos, Ventus, or Haos Bakugan against Chan's Normal Deck 2. This prevents her from using the Triple Threat Ability Card, which is one of her biggest sources of G-Power in this deck. Her only other big G-Power Boosts come from her Fortress-boosting cards, or when she's losing the battle.

Normal Deck 1 Bakugan (Level 6)

- Fortress
- Centipoid
- Griffon

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Griffon	Gold	110	40	120	80	120	120	Griffons get the Gate bonus twice!	VG020-GA-SM
Earthen Wave	Silver	140	120	80	20	40	60	—	BA293-GA-SM
Tricky Gate	Copper	110	80	60	90	120	140	The Bakugan who stood on this card first gets +200 G-Power.	BA215-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Battle Gate	Red	If your Bakugan's attribute is different than opponent's, your Bakugan gains +100 G-Power.	BA194-AB-SM
Face of Rage	Green	Fortress gets +200 G-Power.	VG024-AB-SM
Power Triangle	Blue	During a battle; +50 G-Power for each Gate Card you've won.	BA281-AB-SM

Normal Deck 2

Bakugan (Level 6)

- Fortress
- Gargonoid
- Stinglash

Gate Cards

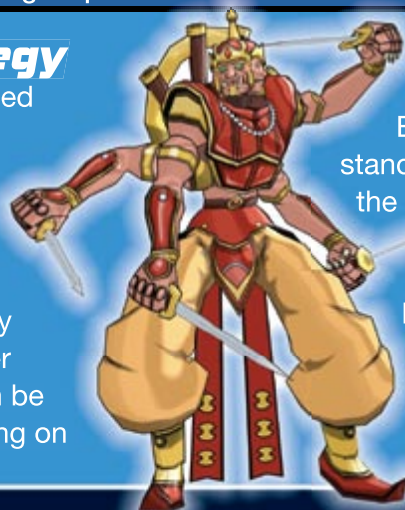
Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Fortress	Gold	170	110	80	130	100	140	Fortresses get the Gate bonus twice!	BA254-GA-SM
Black Hole	Silver	120	100	150	50	100	50	—	BA295-GA-SM
Catch-up	Copper	80	90	50	50	60	80	The Bakugan used by the player with least Gate Cards gets +200 G-Power.	BA149-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Unexpected Guest	Red	During a battle; +100 G-Power.	BA223-AB-SM
Triple Threat	Green	During a battle; +100 G-Power if your enemy is Aquos, Ventus, or Haos.	BA284-AB-SM
Heated Glow	Blue	During a battle; +100 G-Power if your enemy has a higher printed G-Power.	BA324-AB-SM

Hard Deck Strategy

Chan's Hard Deck 1 was created assuming her opponent would use a different Bakugan attribute and would have a stronger deck than she does. If your Bakugan have a higher G-Power than hers, stay away from her Gate Cards. Her G-Power Swap Gate Card can be extremely dangerous depending on



how much more powerful your Bakugan are compared to hers. However, if your Bakugan are less powerful, don't hesitate to stand on her Gate Cards to reap the benefits of the G-Power Swap card. Fighting on her Gate Cards also prevents her use of the Circle of Fire Ability Card. Try to use Pyrus Bakugan to nullify her Shining Nova Ability Card and you won't have much else to worry about.



The only thing to worry about when facing Chan's Hard Deck 2 is the return of the Power Drain Gate Card. Make sure you do not stand on any of Chan's Gate Cards before she does to turn this card against her. Beyond that important strategy, as long as you have a solid

deck there isn't much to fear from Chan using this deck.

Hard Deck 1 Bakugan (Level 9)

- Fortress
- Falconeer
- Centipoid

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Centipoid	Gold	60	80	50	20	90	70	Centipoids get the Gate bonus twice!	VG022-GA-SM
Fire Pit	Silver	140	120	80	20	20	60	—	BA133-GA-SM
G-Power Swap	Copper	70	90	130	130	100	60	The Bakugan have their G-Power swapped.	BA260-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Shining Nova	Red	If your Bakugan's attribute is different than your opponent's, your Bakugan gains +150 G-Power.	VG007-AB-SM
Face of Rage	Green	Fortress gets +200 G-Power.	VG024-AB-SM
Circle of Fire	Blue	During a battle on an enemy Gate; +150 G-Power.	BA232-AB-SM

Hard Deck 2 Bakugan (Level 9)

- Fortress
- Siege
- Gargonoid



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Fortress	Gold	170	110	80	130	100	140	Fortresses get the Gate bonus twice!	BA254-GA-SM
Tornado Alley	Silver	170	110	50	50	90	180	—	BA139-GA-SM
Power Drain	Copper	110	100	80	70	50	40	The Bakugan who stood on this card first loses half its printed G-Power.	BA264-GA-SM

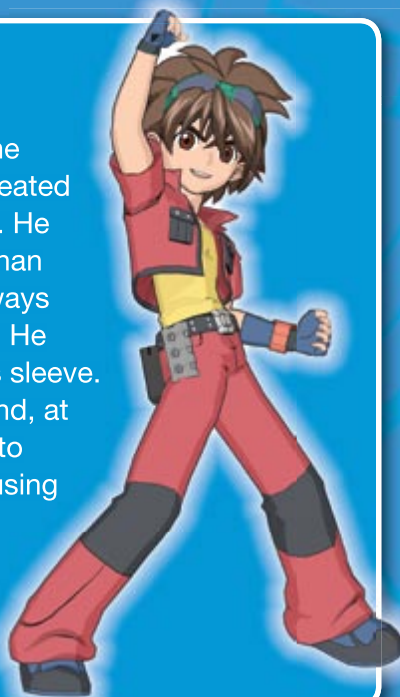
Ability Cards

Name	Color	Rule	Serial Number
Fire Wall	Red	During a battle; +150 G-Power.	VG001-AB-SM
Face of Rage	Green	Fortress gets +200 G-Power.	VG024-AB-SM
Gusty Maneuver	Blue	During a battle; +120 G-Power if your enemy has a higher printed G-Power.	BA326-AB-SM



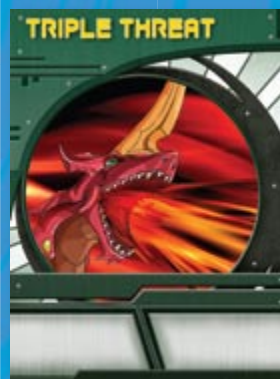
Dan Bio

Dan is the leader of the Battle Brawlers; he created the rules for Bakugan. He is more street smart than book smart and is always looking for adventure. He wears his heart on his sleeve. He is quick to react and, at the same time, quick to anger. He is good at using Bakugan with high G-Power levels. He is a Pyrus user, and his style is direct and aggressive.



Primary Attribute: Pyrus Easy Deck Strategy

Your best bet against Dan's Easy Deck 1 is to limit your deck to strictly Pyrus Bakugan. This gives you the bonus from the Bakugan Duo Gate Card, while preventing Dan from using the Blowing Winds Ability Card. If this isn't an option, try to avoid using Subterra, Haos, or Darkus Bakugan to at least keep Dan from using the Blowing Winds Ability Card.



To level the playing field against Dan's Easy Deck 2, try to fill your deck with Pyrus Bakugan. This stops Dan from using the Uneven Bump and Triple Threat Ability Cards. If this is not possible, at least try to avoid using Aquos, Ventus, or Haos Bakugan to stop the Triple Threat Ability Card. It is also important to be the first to land on Dan's Gate Cards to ensure you receive the bonus from the Quick Strike Gate Card.

Easy Deck 1

Bakugan (Level 3)

- Falconeer
- Gargonoid
- Griffon



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Falconeer	Gold	120	100	150	50	100	50	Falconeers get the Gate bonus twice!	VG018-GA-SM
High Energy	Silver	110	120	120	110	120	120	—	BA138-GA-SM
Bakugan Duo	Copper	80	50	30	50	140	80	Each Pyrus and Darkus Bakugan gains +100 G-Power.	BA153-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Dan's Throw	Red	During a battle; +50 G-Power.	BA162-AB-SM
Blowing Winds	Green	During a battle; +100 G-Power if your enemy is Subterra, Haos, or Darkus.	BA288-AB-SM
G-Power Boost	Blue	During a battle; +60 G-Power.	BA166-AB-SM

Easy Deck 2

Bakugan (Level 3)

- Terrorclaw
- Centipoid
- Robotallion

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Terrorclaw	Gold	60	90	50	120	110	150	Terrorclaws get the Gate bonus twice!	BA144-GA-SM
Black Hole	Silver	120	100	150	50	100	50	—	BA295-GA-SM
Quick Strike	Copper	250	200	300	250	200	150	The Bakugan who stood on this card first gets +100 G-Power.	BA266-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Uneven Bump	Red	If your Bakugan's attribute is different than opponent's, your Bakugan gains +50 G-Power.	BA187-AB-SM
Triple Threat	Green	During a battle; +100 G-Power if your enemy is Aquos, Ventus, or Haos.	BA284-AB-SM
G-Power Up	Blue	During a battle; +60 G-Power.	BA230-AB-SM



Normal Deck Strategy

Dan's Normal Deck 1 is geared toward fighting on his own Gate Cards. Try to avoid this and fight on your Gate Cards instead. However, if this is not possible, it is important to use a deck full of Pyrus Bakugan. This evens any battle that takes place on the Fire Breath Gate Card, instead of giving Dan a big advantage.



Against Dan's Normal Deck 2, make sure to stand on his Gate Cards before he does. This will give you the bonus from the Tricky Gate Card, which could easily secure a victory. Try to keep most of the battles on Dan's Gate Cards to prevent him from using the Fire Menace Ability

Card. This should be your primary strategy unless you have very powerful Gate Cards in your deck.

Normal Deck 1

Bakugan (Level 6)

- Dragonoid
- Gargonoid
- Stinglash



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Dragonoid	Gold	170	110	80	130	100	140	Dragonoids get the Gate bonus twice!	VG001-GA-SM
Fire Pit	Silver	140	120	80	20	20	60	—	BA133-GA-SM
Fire Breath	Copper	150	50	100	90	130	20	Each Pyrus Bakugan gains +200 G-Power.	BA212-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Unexpected Guest	Red	During a battle; +100 G-Power.	BA223-AB-SM
Boosted Dragon	Green	Dragonoid gets +200 G-Power.	VG011-AB-SM
Updraft	Blue	During a battle on your Gate; +100 G-Power.	BA235-AB-SM

Normal Deck 2

Bakugan (Level 6)

- Dragonoid
- Griffon
- Robotallion

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Dragonoid	Gold	170	110	80	130	100	140	Dragonoids get the Gate bonus twice!	VG001-GA-SM
Powder Keg	Silver	140	120	80	20	40	60	—	BA245-GA-SM
Tricky Gate	Copper	110	80	60	90	120	140	The Bakugan who stood on this card first gets +200 G-Power.	BA215-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Fire Wall	Red	During a battle; +150 G-Power.	VG001-AB-SM
Boosted Dragon	Green	Dragonoid gets +200 G-Power.	VG011-AB-SM
Fire Menace	Blue	During a battle on an enemy Gate; +150 G-Power.	BA278-AB-SM

Hard Deck Strategy

Dan's Hard Deck 1 is almost entirely focused on giving Delta Dragonoid II a huge G-Power Boost. The only way to soften the blow is to fight on your own Gate Cards, but that leaves you vulnerable to the Fire Menace Ability Card, and Dan can still use the Meteor Strike Dragon Ability Card if Delta Dragonoid II is fighting on your Gate Card. You must go into this match with a strong deck, and be prepared to potentially lose when fighting Delta Dragonoid II unless you have an equally powerful Bakugan who can compete. If Dan stands Delta Dragonoid II on one of his Gate Cards, avoid that confrontation if at all possible.

Against Dan's Hard Deck 2, Pyrus Bakugan work best because they prevent him from using the



Shining Nova and Pyrus and Subterra Combo Ability Cards. In this situation, the only Ability Card left is one that gives Delta Dragonoid II a G-Power Boost. If you do not have suitable Pyrus Bakugan to fill your deck, avoid using Subterra Bakugan at the very least. If Dan stands Delta Dragonoid

II on one of his Gate Cards, or your Bakugan are more powerful than his, avoid fighting on his Gate Cards at all costs. This prevents him from reaping the benefits of the Delta Dragonoid II and G-Power Swap Gate Cards.



Hard Deck 1

Bakugan (Level 9)

- Delta Dragonoid II
- Monarus
- Falconeer



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Delta Dragonoid II	Gold	200	100	120	50	100	50	Delta Dragonoid IIs get the Gate bonus twice!	VG002-GA-SM
Tornado Alley	Silver	170	110	50	50	90	180	—	BA139-GA-SM
Rising Blow	Copper	110	100	80	70	50	40	The Bakugan with the lowest printed G-Power has its G-Power Boost doubled.	BA213-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Fire Wall	Red	During a battle; +150 G-Power.	VG001-AB-SM
Meteor Strike Dragon	Green	Delta Dragonoid II gets +400 G-Power.	VG012-AB-SM
Fire Menace	Blue	During a battle on an enemy Gate; +150 G-Power.	BA278-AB-SM

Hard Deck 2

Bakugan (Level 9)

- Delta Dragonoid II
- Siege
- Fear Ripper



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Delta Dragonoid II	Gold	200	100	120	50	100	50	Delta Dragonoid IIs get the Gate bonus twice!	VG002-GA-SM
Volcanic Lake	Silver	200	170	110	50	50	90	—	BA203-GA-SM
G-Power Swap	Copper	70	90	130	130	100	60	The Bakugan have their G-Power swapped.	BA260-GA-SM

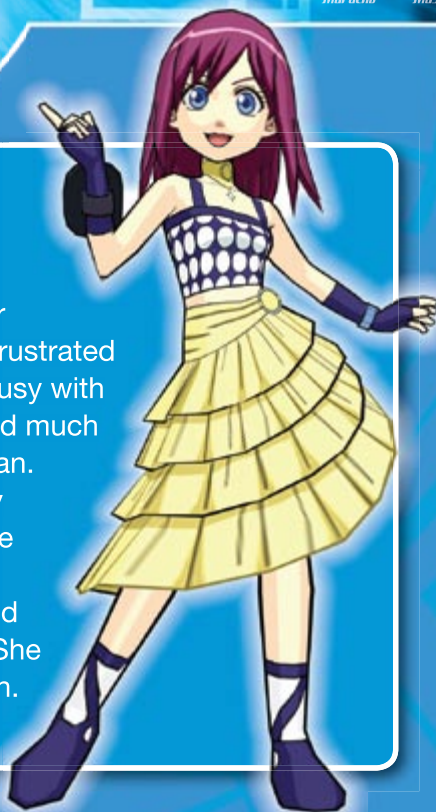
Ability Cards

Name	Color	Rule	Serial Number
Shining Nova	Red	If your Bakugan's attribute is different than opponent's, your Bakugan gains +150 G-Power.	VG007-AB-SM
Meteor Strike Dragon	Green	Delta Dragonoid II gets +400 G-Power.	VG012-AB-SM
Pyrus and Subterra Combo	Blue	If your opponent's Bakugan is Subterra and your Bakugan is Pyrus, your Bakugan gets +200 G-Power.	VG034-AB-SM



Jenny Bio

Jenny is one-half of the pop group Super Sync Sound. She's frustrated because she's too busy with work and can't spend much time with her Bakugan. She was tempted by Masquerade to battle Dan and his friends, but was defeated and learned her lesson. She uses Aquos Bakugan. Dan is a big fan.



Primary Attribute: Aquos Easy Deck Strategy

When fighting Jenny's Easy Deck 1, do not battle on one of her Gate Cards if her Bakugan stands on the card before yours. This will prevent her from gaining the G-Power Boost provided by the Quick Strike Gate Card. It is also important to avoid having Subterra, Haos, or Darkus Bakugan in your deck to stop her from using the Blowing



Winds Ability Card.

Fighting against her Easy Deck 2 is a little harder than against her Easy Deck 1. If you use Subterra Bakugan, you gain a significant G-Power Boost from her Lock & Load Gate Card, and Jenny cannot use the Uneven Bump Ability Card.

However, you also allow her to use the Blowing Winds Ability Card, negating the Lock & Load boost. If you're evenly matched with Jenny, use Subterra Bakugan and allow your Ability Cards to counter hers. However, if your deck is lacking, avoid Subterra, Haos, and Darkus Bakugan and do not fight on any of her Gate Cards unless you're using an Aquos Bakugan to gain the benefits of the Lock & Load Gate Card.

Easy Deck 1 Bakugan (Level 1)

- Siege
- Robotallion
- Juggernaut

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Juggernaut	Gold	100	40	50	110	150	50	Juggernauts get the Gate bonus twice!	VG014-GA-SM
Low Energy	Silver	50	60	20	70	50	20	—	BA199-GA-SM
Quick Strike	Copper	250	200	300	250	200	150	The Bakugan who stood on this card first gets +100 G-Power.	BA266-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Marionette	Red	During a battle; +50 G-Power.	BA226-AB-SM
Blowing Winds	Green	During a battle; +100 G-Power if your enemy is Subterra, Haos, or Darkus.	BA288-AB-SM
G-Power Bump	Blue	During a battle; +60 G-Power.	BA167-AB-SM

Easy Deck 2

Bakugan (Level 1)

- Siege
- Stinglash
- Serpenoid



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Serpenoid	Gold	60	140	120	80	20	40	Serpenoids get the Gate bonus twice!	VG017-GA-SM
The Cliffs	Silver	120	100	150	50	100	50	—	BA247-GA-SM
Lock & Load	Copper	100	150	70	50	80	150	Each Subterra and Aquos Bakugan gets +100 G-Power.	BA261-GA-SM

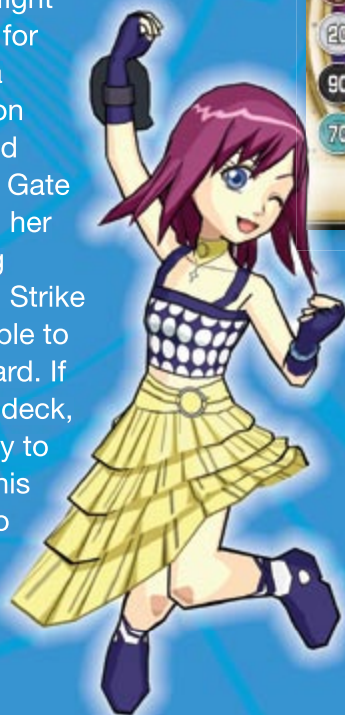
Ability Cards

Name	Color	Rule	Serial Number
Uneven Bump	Red	If your Bakugan's attribute is different than opponent's, your Bakugan gains +50 G-Power.	BA187-AB-SM
Blowing Winds	Green	During a battle; +100 G-Power if your enemy is Subterra, Haos, or Darkus.	BA288-AB-SM
G-Power Bonus	Blue	During a battle; +60 G-Power.	BA229-AB-SM



Normal Deck Strategy

If you have a strong Aquos deck when going up against Jenny's Normal Deck 1, fight on her Gate Cards and be ready for her to use Centipoid. She'll get a huge boost if Centipoid is used on his corresponding Gate Card, and she will be able to use the Battle Gate Ability Card to further strengthen her deck. However, you will get a big G-Power Boost from her Ground Strike Gate Card, and she will not be able to use the Blowing Winds Ability Card. If you do not have a strong Aquos deck, stick to Subterra Bakugan and try to fight on your own Gate Cards. This limits her main G-Power Boost to the Blowing Winds Ability Card.



Against Jenny's Normal Deck 2, do not use Subterra, Haos, or Darkus Bakugan, and only fight on her Gate Cards if you have more Gate Cards than she does and are currently ahead in the match. This prevents her from using the Blowing Winds Ability Card and gives you a G-Power Boost from her Overpower Gate Card.

Normal Deck 1 Bakugan (Level 4)

- Siege
- Centipoid
- Robotallion

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Centipoid	Gold	60	80	50	20	90	70	Centipoids get the Gate bonus twice!	VG022-GA-SM
Fire Pit	Silver	140	120	80	20	20	60	—	BA133-GA-SM
Ground Strike	Copper	100	150	70	50	80	150	Each Aquos Bakugan gets +200 G-Power.	BA309-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Battle Gate	Red	If your Bakugan's attribute is different than opponent's, your Bakugan gains +100 G-Power.	BA194-AB-SM
Blowing Winds	Green	During a battle; +100 G-Power if your enemy is Subterra, Haos, or Darkus.	BA288-AB-SM
Blaze	Blue	During a battle; +80 G-Power.	BA168-AB-SM

Normal Deck 2 Bakugan (Level 4)

- Siege
- Gargonoid
- Saurus



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Siege	Gold	100	60	140	120	80	20	Sieges get the Gate bonus twice!	VG024-GA-SM
High Energy	Silver	110	120	120	110	120	120	—	BA138-GA-SM
Overpower	Copper	110	60	90	120	140	110	The Bakugan used by the player with most Gate Cards gets +100 G-Power.	BA150-GA-SM

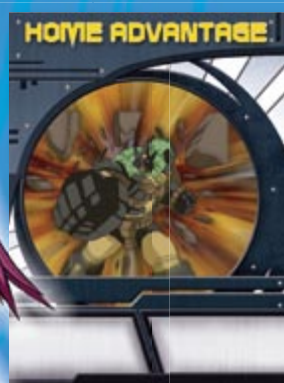
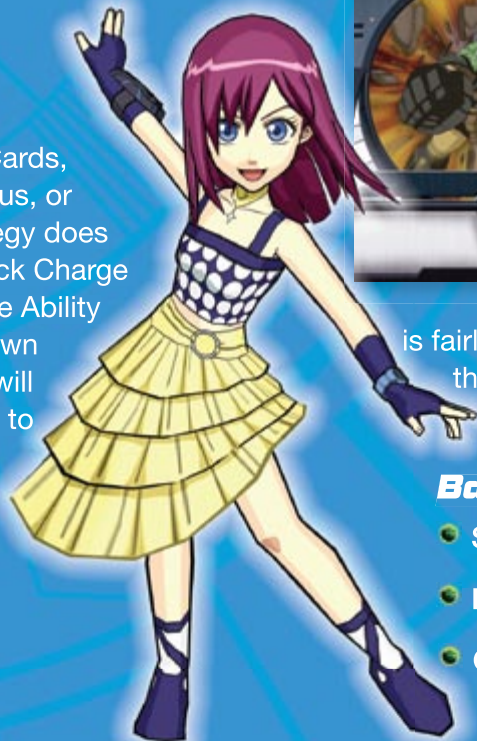
Ability Cards

Name	Color	Rule	Serial Number
Marucho's Throw	Red	During a battle; +100 G-Power.	BA157-AB-SM
Blowing Winds	Green	During a battle; +100 G-Power if your enemy is Subterra, Haos, or Darkus.	BA288-AB-SM
Heated Glow	Blue	During a battle; +100 G-Power if your enemy has a higher printed G-Power.	BA324-AB-SM



Hard Deck Strategy

The best ways to combat Jenny's Hard Deck 1 are to avoid fighting on her Gate Cards, and avoid using Pyrus, Ventus, or Darkus Bakugan. This strategy does not allow her to use the Quick Charge Gate Card, Home Advantage Ability Card, or the Ground Shutdown Ability Card. At this point it will be extremely difficult for her to win the match.



Against Jenny's Hard Deck 2, do not use Pyrus, Ventus, or Darkus Bakugan to once again avoid Ground Shutdown Ability Card. If you must fight on her Gate Cards, make sure you stand on the card first to gain the boost from her Tricky Gate Card. Beyond these strategic points, the match

is fairly straightforward, going to the player with the superior deck.

Hard Deck 1 Bakugan (Level 7)

- Siege
- Falconeer
- Griffon

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Griffon	Gold	110	40	120	80	120	120	Griffons get the Gate bonus twice!	VG020-GA-SM
Heavy Surf	Silver	60	140	120	80	20	40	—	BA246-GA-SM
Quick Charge	Copper	150	80	170	130	110	100	The player with the lowest printed G-Power may not play Ability Cards.	BA218-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Power Surge	Red	Allows you to select a Shaking Battle.	VG009-AB-SM
Ground Shutdown	Green	During a battle; +200 G-Power if your opponent is Pyrus, Ventus, or Darkus.	BA332-AB-SM
Home Advantage	Blue	During a battle on your Gate Card; +100 G-Power.	BA169-AB-SM

Hard Deck 2

Bakugan (Level 7)

- Siege
- Terrorclaw
- Stinglash



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Siege	Gold	100	60	140	120	80	20	Sieges get the Gate bonus twice!	VG024-GA-SM
Sun Spots	Silver	60	140	120	80	20	40	—	BA294-GA-SM
Tricky Gate	Copper	110	80	60	90	120	140	The Bakugan who stood on this card first gets +200 G-Power.	BA215-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Dive Mirage	Red	During a battle; +150 G-Power.	VG002-AB-SM
Ground Shutdown	Green	During a battle; +200 G-Power if your opponent is Pyrus, Ventus, or Darkus.	BA332-AB-SM
Dark Circumference	Blue	During a battle; +120 G-Power if your enemy has a higher printed G-Power.	BA325-AB-SM



Character Creation

Basics

Characters

Mikie
MaruchoBilly
MasqueradeChan
RunoDan
RunoJenny
ShunJewls
Shun

Julie

Julio

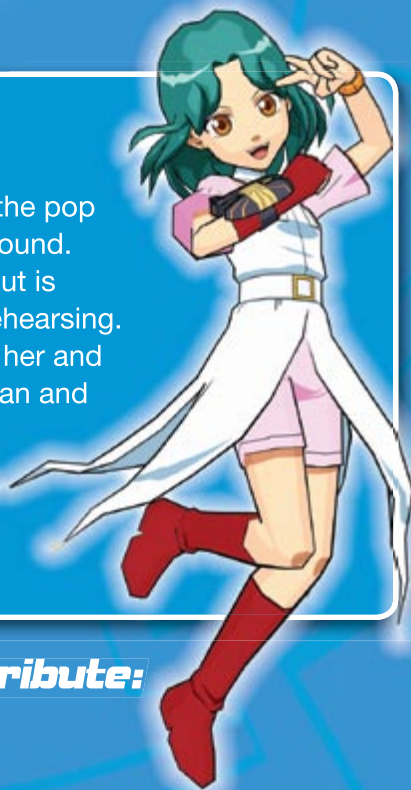
Klaus

Komba

Marduk

Jewls Bio

Jewls is one-half of the pop group Super Sync Sound. She likes Bakugan but is always working or rehearsing. Masquerade tricked her and Jewls into fighting Dan and his friends, but they were defeated. She uses Subterra Bakugan. Marucho is a big fan.



Primary Attribute: Subterra Easy Deck Strategy

Jewls's Easy Deck 1 covers multiple angles of defense. If you use Aquos Bakugan, Jewls will not be able to use the Uneven Bump Ability Card, and you can fight on her Gate Cards and will gain the benefits of the Lock & Load Gate Card. However, Jewls will be able to use the Triple Threat Ability Card

to partially even the playing field. If you have a strong Aquos deck, this is the strategy to use. If you do not, use Subterra Bakugan to counter most of her deck.



Fighting against Jewls's Easy Deck 2 is a much easier task. Simply avoid using Aquos, Ventus, or Haos Bakugan, and only fight on her Gate Cards if you are losing the match and she has not yet used the Bait Gate Card. This strategy prevents Jewls from using the Triple Threat

Ability Card and allows you to get a G-Power Boost from the Bait Gate Card.

Easy Deck 1 Bakugan (Level 1)

- Centipoid
- Stinglash
- Serpenoid

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Stinglash	Gold	80	20	20	200	100	120	Stinglashes get the Gate bonus twice!	VG019-GA-SM
Elevated Field	Silver	90	110	100	90	110	100	—	BA197-GA-SM
Lock & Load	Copper	100	150	70	50	80	150	Each Subterra and Aquos Bakugan gets +100 G-Power.	BA261-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Uneven Bump	Red	If your Bakugan's attribute is different than opponent's, your Bakugan gains +50 G-Power.	BA187-AB-SM
Triple Threat	Green	During a battle; +100 G-Power if your enemy is Aquos, Ventus, or Haos.	BA284-AB-SM
G-Power Boost	Blue	During a battle; +60 G-Power.	BA166-AB-SM

Easy Deck 2

Bakugan (Level 1)

- Centipoid
- Saurus
- Juggernaut



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Juggernaut	Gold	100	40	50	110	150	50	Juggernauts get the Gate bonus twice!	VG014-GA-SM
Aquos Vortex	Silver	60	150	120	50	20	20	—	BA244-GA-SM
Bait	Copper	150	50	90	70	50	100	The player with the least Gate Cards gets all used Ability Cards back.	BA263-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Struck	Red	During a battle; +50 G-Power.	BA227-AB-SM
Triple Threat	Green	During a battle; +100 G-Power if your enemy is Aquos, Ventus, or Haos.	BA284-AB-SM
Bright Light	Blue	During a battle; +50 G-Power.	BA165-AB-SM



Normal Deck Strategy

The strategy to combat Jewls's Normal Deck 1 is fairly simple. If you are winning the match, avoid battling on her Gate Cards. If you are losing the match, fight on her Gate Cards if she has not yet used the Change of Fate Gate Card. In addition, do not use Aquos, Ventus, or Haos Bakugan. This strategy limits the overall power of Jewls's deck and gives you an advantage depending on how powerful your deck is.



Against Jewls's Normal Deck 2, if you have a strong Subterra deck, use it and fight on her Gate Cards. This way her only real threat is Centipoid if it stands on the corresponding Gate Card. If the battle takes place on the Sinkhole Gate Card, you will have the upper hand, and Jewls will not be able to use the Blowing Winds Ability Card.

Normal Deck 1

Bakugan (Level 4)

- Centipoid
- Robotallion
- Saurus

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Robotallion	Gold	110	60	90	120	140	200	Robotallions get the Gate bonus twice!	VG015-GA-SM
Heavy Surf	Silver	60	140	120	80	20	40	—	BA246-GA-SM
Change of Fate	Copper	60	80	50	20	90	70	The Bakugan used by the player with the least Gate Cards gets +100 G-Power.	BA315-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Julie's Throw	Red	During a battle; +100 G-Power.	BA158-AB-SM
Triple Threat	Green	During a battle; +100 G-Power if your enemy is Aquos, Ventus, or Haos.	BA284-AB-SM
Triangle of Power	Blue	During a battle; + 50 G-Power for each Gate Card you've won.	BA280-AB-SM

Normal Deck 2

Bakugan (Level 4)

- Centipoid
- Griffon
- Stinglash

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Centipoid	Gold	60	80	50	20	90	70	Centipoids get the Gate bonus twice!	VG022-GA-SM
Pit Dweller	Silver	100	50	120	100	150	50	—	BA249-GA-SM
Sinkhole	Copper	80	60	90	120	140	90	Each Subterra Bakugan gains +200 G-Power.	BA186-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Dan's Throw	Red	During a battle; +50 G-Power.	BA162-AB-SM
Blowing Winds	Green	During a battle; +100 G-Power if your enemy is Subterra, Haos, or Darkus.	BA288-AB-SM
G-Power Boost	Blue	During a battle; +60 G-Power.	BA166-AB-SM

Hard Deck Strategy

There are two things to remember when fighting against Jewls's Hard Deck 1. Do not fight on her Gate Cards unless she is winning the match and she has not used the Catch-up Gate Card yet. It is also important to avoid using Pyrus, Aquos, or Ventus Bakugan to prevent Jewls from using the Ground Attack Ability Card. If you have a more powerful deck than Jewls, you should also take note of the Gusty Maneuver Ability Card, but with a superior deck this card should not pose much of a threat.



Jewls' Hard Deck 2 is very similar to her Hard Deck 1. Avoid using Pyrus, Ventus, or Darkus Bakugan so that Jewls cannot use her Ground Shutdown Ability Card. If you must fight on one of her Gate Cards, make sure you stand on it last. This will give you a big G-Power Boost if you fight on the Lift Gate Card.

Beyond these two cards and Centipoid, Jewls doesn't have anything to be concerned about. Avoid fighting on her Gate Cards and you will severely limit Centipoid's effectiveness.



Character Creation

Basics

Characters

Mikie
MaruchoBilly
MasqueradeChan
RunoDan
RunoJenny
ShunJewels
Shun

Julie

Julio

Klaus

Komba

Marduk

Hard Deck 1

Bakugan (Level 7)

- Centipoid
- Terrorclaw
- Gargonoid



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Gargonoid	Gold	110	60	120	90	150	50	Gargonoids get the Gate bonus twice!	BA141-GA-SM
Muddy Ground	Silver	20	60	140	120	80	20	—	BA134-GA-SM
Catch-up	Copper	80	90	50	50	60	80	The Bakugan used by the player with the least Gate Cards gets +200 G-Power.	BA149-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Grand Slide	Red	During a battle; +150 G-Power.	VG004-AB-SM
Ground Attack	Green	During a battle; +100 G-Power if your opponent is Pyrus, Aquos, or Ventus.	BA289-AB-SM
Gusty Maneuver	Blue	During a battle; +120 G-Power if your enemy has a higher printed G-Power.	BA326-AB-SM

Hard Deck 2

Bakugan (Level 7)

- Centipoid
- Siege
- Griffon

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Centipoid	Gold	60	80	50	20	90	70	Centipoids get the Gate bonus twice!	VG022-GA-SM
The Cliffs	Silver	120	100	150	50	100	50	—	BA247-GA-SM
Lift	Copper	70	170	120	130	90	200	The Bakugan who stood on this card last gets +200 G-Power.	BA262-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Timing Battle	Red	Allows you to select a Timing Battle.	VG010-AB-SM
Ground Shutdown	Green	During a battle; +200 G-Power if your opponent is Pyrus, Ventus, or Darkus.	BA332-AB-SM
Dark Circumference	Blue	During a battle; +120 G-Power if your enemy has a higher printed G-Power.	BA325-AB-SM





Julie

Bio

Julie is one of the Battle Brawlers. She is very happy-go-lucky. Even when she is sad, Julie tries to appear happy. Julie is a Subterra user and is good at direct combat.

Primary Attribute: Subterra

Easy Deck Strategy

When fighting against Julie's Easy Deck 1, avoid using Aquos, Ventus, or Haos Bakugan. This prevents her from using the Triple Threat Ability Card. If you have Subterra Bakugan, use them on Julie's Gate Cards if she has not yet used the Lock & Load Gate Card. You will



get the G-Power Boost from the card, keeping the battle as equal as possible.



Subterra Bakugan are the attribute of choice against Julie's Easy Deck 2, to once again avoid the Triple Threat Ability Card. The only other major threat of her Easy Deck 2 is the Change of Fate Gate Card. Simply avoid standing on her Gate Cards unless she is winning the match and has not used Change of Fate yet.

Easy Deck 1 Bakugan (Level 3)

- Siege
- Stinglash
- Serpenoid

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Stinglash	Gold	80	20	20	200	100	120	Stinglashes get the Gate bonus twice!	VG019-GA-SM
High Energy	Silver	110	120	120	110	120	120	—	BA138-GA-SM
Lock & Load	Copper	100	150	70	50	80	150	Each Subterra and Aquos Bakugan gets +100 G-Power.	BA261-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Stuck	Red	During a battle; +50 G-Power.	BA227-AB-SM
Triple Threat	Green	During a battle; +100 G-Power if your enemy is Aquos, Ventus, or Haos.	BA284-AB-SM
Bright Light	Blue	During a battle; +50 G-Power.	BA165-AB-SM

Easy Deck 2

Bakugan (Level 3)

- Terrorclaw
- Robotallion
- Juggernaut



Gate Cards

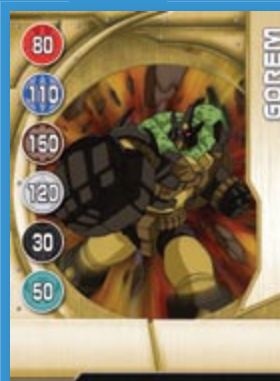
Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Juggernaut	Gold	100	40	50	110	150	50	Juggernauts get the Gate bonus twice!	VG014-GA-SM
Elevated Field	Silver	90	110	100	90	110	100	—	BA197-GA-SM
Change of Fate	Copper	60	80	50	20	90	70	The Bakugan used by the player with the least Gate Cards gets +100 G-Power.	BA315-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Uneven Bump	Red	If your Bakugan's attribute is different than opponent's, your Bakugan gains +50 G-Power.	BA187-AB-SM
Triple Threat	Green	During a battle; +100 G-Power if your enemy is Aquos, Ventus, or Haos.	BA284-AB-SM
G-Power Up	Blue	During a battle; +60 G-Power.	BA230-AB-SM

Normal Deck Strategy

The only things to fear in Julie's Normal Deck 1 are her Gorem Gate Card and the Sinkhole Gate Card. To keep her from using the Sinkhole card, and to limit the effectiveness of Gorem, do not stand on her Gate Cards. Against this strategy she will only be able to use basic Ability Cards with the exception of the Mega Impact Ability Card, which gives Gorem a G-Power Boost. However, this card only works with Gorem, and without the Gorem Gate Card, this Bakugan is only half as much of a threat.



Gorem is still a big threat in Julie's Normal Deck 2 with the Mega Impact Ability Card and Gorem Gate Card still offering Gorem huge G-Power Boosts. Avoid Julie's Gate Cards once again, but if you have to stand on one, use Haos Bakugan if at all possible. If the Gate Card ends up being

Heated Exchange, you'll receive a big G-Power Boost. It is also important not to rely on Battlefield items against this deck because Julie can use the Dark Void Ability Card.



Character Creation

Basics

Characters

Mikie
MaruchoBilly
MasqueradeChan
RunoDan
RunoJenny
ShogJewels
Shun

Julie

Julio

Klaus

Komba

Marduk

Normal Deck 1 Bakugan (Level 6)

- Gorem
- Centipoid
- Stinglash



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Gorem	Gold	80	110	150	120	30	50	Gorems get the Gate bonus twice!	BA181-GA-SM
Muddy Ground	Silver	20	60	140	120	80	20	—	BA134-GA-SM
Sinkhole	Copper	80	60	90	120	140	90	Each Subterra Bakugan gains +200 G-Power.	BA186-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Julie's Throw	Red	During a battle; +100 G-Power.	BA158-AB-SM
Mega Impact		Gorem gets +200 G-Power.	VG016-AB-SM
Mega Impact	Blue	During a battle; +100 G-Power.	BA188-AB-SM

Normal Deck 2 Bakugan (Level 6)

- Gorem
- Griffon
- Centipoid



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Gorem	Gold	80	110	150	120	30	50	Gorems get the Gate bonus twice!	BA181-GA-SM
The Cliffs	Silver	120	100	150	50	100	50	—	BA247-GA-SM
Heated Exchange	Copper	70	170	120	130	90	200	Each Haos Bakugan gets +200 G-Power.	BA310-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Dark Void	Red	Destroy the Battlefield items your opponent has.	BA221-AB-SM
Mega Impact	Green	Gorem gets +200 G-Power.	VG016-AB-SM
Flash	Blue	During a battle; +100 G-Power.	BA228-AB-SM

Hard Deck Strategy

Much like Julie's normal decks, her Hard Deck 1 is focused on Hammer Gorem. Stay away from her Gate Cards to limit Hammer Gorem's G-Power Boosts, and be prepared to combat the Fire Menace Ability Card when battling on your Gate Cards. If you have to fight on Julie's Gate Cards, try to let her Bakugan stand first, then use a Bakugan with lower G-Power in an attempt to gain the boost from her Quick Charge Gate Card.



The strategy used against Julie's Hard Deck 2 is very similar to the strategy used against her Hard Deck 1. Hammer Gorem is the focus of her offensive strategy again. Avoid fighting on her Gate Cards to limit its G-Power, but if you end up in a battle on her Gate Card, use a Bakugan with

lower G-Power than Julie's to get a boost from the

Rising Blow Gate Card. Do not rely on Battlefield items because of the Dark Void Ability Card, and be prepared to combat the Dark Circumference Ability Card if your Bakugan has a higher G-Power than hers.

Hard Deck 1 Bakugan (Level 9)

- Hammer Gorem
- Siege
- Griffon



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Hammer Gorem	Gold	110	90	150	120	70	130	Hammer Gorems get the Gate bonus twice!	VG007-GA-SM
Whirlpool	Silver	90	200	170	110	50	50	—	BA140-GA-SM
Quick Charge	Copper	150	80	170	130	110	100	The player with the lowest printed G-Power may not play Ability Cards.	BA218-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Grand Slide	Red	During a battle; +150 G-Power.	VG004-AB-SM
Grand Impact	Green	Hammer Gorem gets +400 G-Power.	VG017-AB-SM
Fire Menace	Blue	During a battle on an enemy Gate; +150 G-Power.	BA278-AB-SM

Hard Deck 2 Bakugan (Level 9)

- Hammer Gorem
- Terrorclaw
- Gargonoid

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Hammer Gorem	Gold	110	90	150	120	70	130	Hammer Gorems get the Gate bonus twice!	VG007-GA-SM
Earthen Mound	Silver	50	90	200	170	110	50	—	BA196-GA-SM
Rising Blow	Copper	110	100	80	70	50	40	The Bakugan with the lowest printed G-Power has its G-Power Boost doubled.	BA213-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Dark Void	Red	Destroy the Battlefield items your opponent has.	BA221-AB-SM
Grand Impact	Green	Hammer Gorem gets +400 G-Power.	VG017-AB-SM
Dark Circumference	Blue	During a battle; +120 G-Power if your enemy has a higher printed G-Power.	BA325-AB-SM

Julio Bio

Julio is a Haos user, but battles like he's using Pyrus. He prefers a simple and powerful battle style. He believes he is the world's best Haos user and is partnered with Tentaclear.



does. This will give you the benefits of the Quick Strike Gate Card if you end up fighting on it.



The fight against Julio's Easy Deck 2 is also very straightforward. If you fight on one of Julio's Gate Cards, use Ventus or Haos Bakugan to get a G-Power Boost from the Lightning Gate card. If you have more G-Power than Julio, be prepared to counter the Equalizer Ability Card, which will give Julio

+150 G-Power in this situation.

Easy Deck 1 Bakugan (Level 3)

- Siege
- Stinglash
- Saurus

Primary Attribute: Haos Easy Deck Strategy

Julio's Easy Deck 1 is very limited. All you need to do to gain the upper hand is to use Haos Bakugan to prevent him from using the Uneven Bump Ability Card, and if you have to fight on one of his Gate Cards, make sure to stand on it before he

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Siege	Gold	100	60	140	120	80	20	Sieges get the Gate bonus twice!	VG024-GA-SM
Vacuum	Silver	50	20	50	60	20	70	—	BA248-GA-SM
Quick Strike	Copper	250	200	300	250	200	150	The Bakugan who stood on this card first gets +100 G-Power.	BA266-GA-SM



Ability Cards

Name	Color	Rule	Serial Number
Uneven Bump	Red	If your Bakugan's attribute is different than opponent's, your Bakugan gains +50 G-Power.	BA187-AB-SM
Leap Ahead	Green	During a battle; + 50 G-Power for each Gate Card your opponent has won.	BA192-AB-SM
Intense Roar	Blue	During a battle; +60 G-Power.	BA279-AB-SM

Easy Deck 2

Bakugan (Level 3)

- Terrorclaw
- Robotallion
- Juggernaut

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Terrorclaw	Gold	60	90	50	120	110	150	Terrorclaws get the Gate bonus twice!	BA144-GA-SM
Wind Farm	Silver	50	20	50	60	20	70	—	BA296-GA-SM
Lightning Gate	Copper	110	80	60	90	120	140	Each Ventus and Haos Bakugan gains +100 G-Power.	BA185-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
A Hand Up	Red	During a battle; +50 G-Power.	BA225-AB-SM
Equalizer	Green	During a battle; +150 G-Power if your enemy has more G-Power.	BA291-AB-SM
G-Power Up	Blue	During a battle; +60 G-Power.	BA230-AB-SM

Normal Deck Strategy

The best strategy against Julio's Normal Deck 1 is to use Haos Bakugan. This puts both players on even ground if you battle on Julio's Heated Exchange Gate Card, and prevents Julio from using the Battle Gate Ability Card. The only other threats are Centipoid if he's used on the corresponding Gate Card, and Tentaclear in conjunction with the Flare Binder Ability Card. Do not fight on Julio's Gate Cards if he has yet to use Centipoid, and be prepared to combat the +200 G-Power Tentaclear receives from the Flare Binder Ability Card.

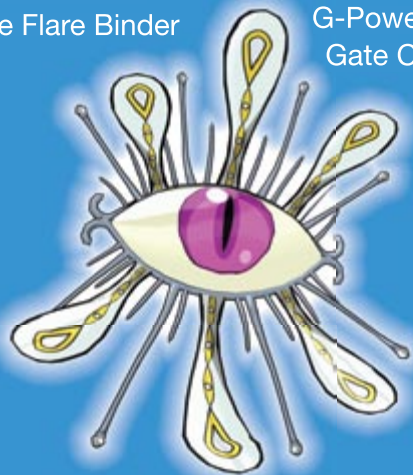


Against Julio's Normal Deck 2, avoid using Pyrus, Ventus, or Darkus Bakugan so that he cannot use the Ground Shutdown Ability Card. Avoid fighting on Julio's Gate Cards, especially if Tentaclear is standing on one. However, if you do have to fight on one of his

Gate Cards, make sure your Bakugan has less G-Power than Julio's so that the High Price Gate Card prevents him from using Ability Cards.

Normal Deck 1 Bakugan (Level 6)

- Tentaclear
- Centipoid
- Stinglash



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Centipoid	Gold	60	80	50	20	90	70	Centipoids get the Gate bonus twice!	VG022-GA-SM
Nightmare	Silver	80	70	20	120	170	120	—	BA250-GA-SM
Heated Exchange	Copper	70	170	120	130	90	200	Each Haos Bakugan gets +200 G-Power.	BA310-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Battle Gate	Red	If your Bakugan's attribute is different than opponent's, your Bakugan gains +100 G-Power.	BA194-AB-SM
Flare Binder	Green	Tentaclear gets +200 G-Power.	VG025-AB-SM
Dark Growth	Blue	During a battle; +80 G-Power.	BA231-AB-SM



Normal Deck 2 Bakugan (Level 6)

- Tentaclear
- Griffon
- Robotallion



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Tentaclear	Gold	120	100	50	150	100	50	Tentaclears get the Gate bonus twice!	VG013-GA-SM
Whirlpool	Silver	90	200	170	110	50	50	—	BA140-GA-SM
High Price	Copper	60	30	50	20	20	40	The player with the higher printed G-Power may not play Ability Cards.	BA217-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Runo's Throw	Red	During a battle; +100 G-Power.	BA159-AB-SM
Ground Shutdown	Green	During a battle; +200 G-Power if your opponent is Pyrus, Ventus, or Darkus.	BA332-AB-SM
Mega Impact	Blue	During a battle; +100 G-Power.	BA188-AB-SM

Hard Deck Strategy

Julio's Hard Deck 1 is fairly simple in concept. His Gate Cards are geared toward boosting Fear Ripper or giving a boost to the player who's currently losing the match. His Ability Cards are focused on raising Tentaclear's G-Power and giving an advantage to the player who's currently winning the match. Avoid his Gate Cards if you're winning the match, or if Fear Ripper has not been used or is standing on one. Be prepared to counter Tentaclear's +200 G-Power Boost if you face him in battle.



Do not use Pyrus, Aquos, or Ventus against Julio's Hard Deck 2. This stops him from using the Ground Attack Ability Card. Avoid fighting Tentaclear on one of Julio's Gate Cards, and if you must fight on his Gate Cards, make sure your Bakugan has less G-Power than his to get an additional bonus from the Rising Blow Gate Card. When fighting on your own Gate Cards, be prepared to combat a +150 G-Power Boost from Julio's Power from Darkness Ability Card.

Hard Deck 1

Bakugan (Level 9)

- Tentaclear
- Fear Ripper
- Griffon

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Fear Ripper	Gold	150	50	90	70	50	100	Fear Rippers get the Gate bonus twice!	VG023-GA-SM
Sunrise	Silver	20	20	60	140	120	80	—	BA202-GA-SM
Catch-up	Copper	80	90	50	50	60	80	The Bakugan used by the player with the least Gate Cards gets +200 G-Power.	BA149-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Timing Battle	Red	Allows you to select a Timing Battle.	VG010-AB-SM
Flare Binder	Green	Tentaclear gets +200 G-Power.	VG025-AB-SM
Power Triangle	Blue	During a battle; +50 G-Power for each Gate Card you've won.	BA281-AB-SM

Hard Deck 2

Bakugan (Level 9)

- Tentaclear
- Falconeer
- Centipoid





Gate Cards

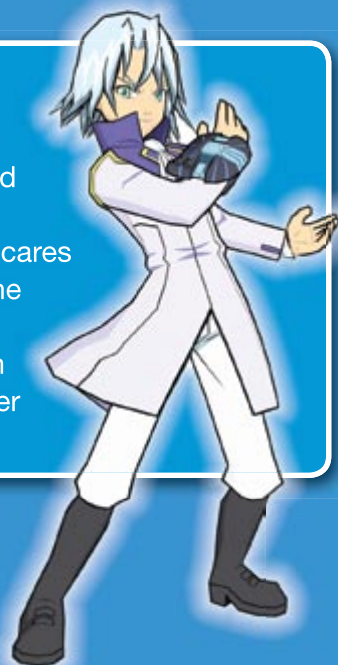
Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Tentaclear	Gold	120	100	50	150	100	50	Tentaclears get the Gate bonus twice!	VG013-GA-SM
Nightmare	Silver	80	70	20	120	170	120	—	BA250-GA-SM
Rising Blow	Copper	110	100	80	70	50	40	The Bakugan with the lowest printed G-Power has its G-Power Boost doubled.	BA213-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Spark Out	Red	During a battle; +150 G-Power.	VG005-AB-SM
Ground Attack	Green	During a battle; +100 G-Power if your opponent is Pyrus, Aquos, or Ventus.	BA289-AB-SM
Power from Darkness	Blue	During a battle on an enemy Gate; +150 G-Power.	BA170-AB-SM

Klaus Bio

Klaus is an avid player and collector of Bakugan. He collects any attribute. He cares about style and in battle he prefers that attacks look elegant. He is primarily an Aquos user and his partner is Sirenoid.



Primary Attribute: Aquos Easy Deck Strategy

The recommended course of action against Klaus's Easy Deck 1 is to use Aquos Bakugan. Doing so eliminates his use of the Uneven Bump and Blowing Winds Ability Cards. Avoid battling on his Gate Cards unless you're losing the match. In this situation, if you battle on Klaus's Bait Gate

Card, you will get all of your Ability Cards back for use during the battle.



Aquos Bakugan are your best bet against Klaus's Easy Deck 2 because he's still using the Blowing Winds Ability Card. In addition, he's using the Lock & Load Gate Card, which benefits Aquos Bakugan. Avoid fighting against Terrorclaw on one of Klaus's Gate Cards and you should have this match won

with ease.

Easy Deck 1 Bakugan (Level 3)

- Fear Ripper
- Falconeer
- Robotallion

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Fear Ripper	Gold	150	50	90	70	50	100	Fear Rippers get the Gate bonus twice!	VG023-GA-SM
Fire Pit	Silver	140	120	80	20	20	60	—	BA133-GA-SM
Bait	Copper	150	50	90	70	50	100	The player with the least Gate Cards gets all used Ability Cards back.	BA263-GA-SM



Ability Cards

Name	Color	Rule	Serial Number
Uneven Bump	Red	If your Bakugan's attribute is different than opponent's, your Bakugan gains +50 G-Power.	BA187-AB-SM
Blowing Winds	Green	During a battle; +100 G-Power if your enemy is Subterra, Haos, or Darkus.	BA288-AB-SM
Blaze	Blue	During a battle; +80 G-Power.	BA168-AB-SM

Easy Deck 2

Bakugan (Level 3)

- Siege
- Terrorclaw
- Stinglash

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Terrorclaw	Gold	60	90	50	120	110	150	Terrorclaws get the Gate bonus twice!	BA144-GA-SM
Black Hole	Silver	120	100	150	50	100	50	—	BA295-GA-SM
Lock & Load	Copper	100	150	70	50	80	150	Each Subterra and Aquos Bakugan gets +100 G-Power.	BA261-GA-SM

Ability Cards

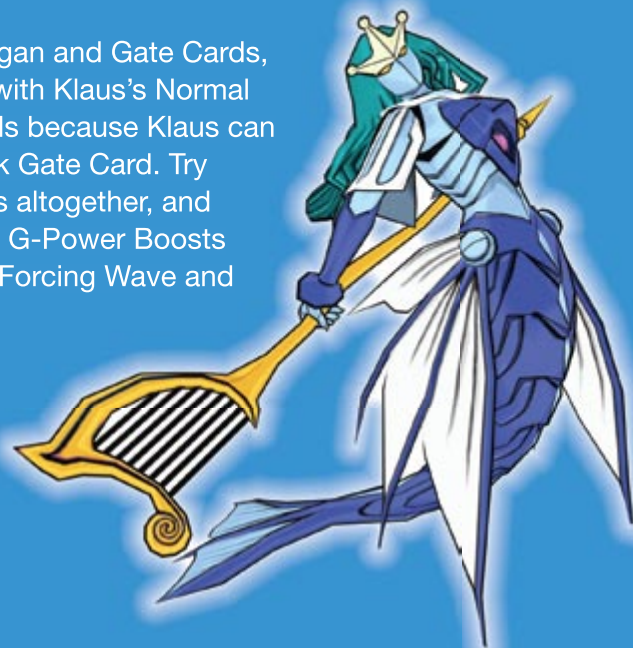
Name	Color	Rule	Serial Number
Marionette	Red	During a battle; +50 G-Power.	BA226-AB-SM
Blowing Winds	Green	During a battle; +100 G-Power if your enemy is Subterra, Haos, or Darkus.	BA288-AB-SM
G-Power Bonus	Blue	During a battle; +60 G-Power.	BA229-AB-SM

Normal Deck Strategy

Klaus's Normal Deck 1 generally consists of Bakugan of three different attributes. This allows him to use the Energy from All Gate Card to get a +100 G-Power Boost. Do not use all different attributes for your Bakugan because it makes it difficult to avoid Klaus's Battle Gate and Ground Shutdown Ability Cards. Avoid fighting on one of Klaus's Gate Cards and make sure you do not use Pyrus, Ventus, or Darkus Bakugan, to prevent him from using the Ground Shutdown card.



Build a deck that has strong Bakugan and Gate Cards, and you should have no problem with Klaus's Normal Deck 2. Do not rely on Ability Cards because Klaus can limit their use with the Ability Block Gate Card. Try to avoid fighting on his Gate Cards altogether, and be ready to combat the significant G-Power Boosts Klaus's Bakugan receive from the Forcing Wave and Dark Circumference Ability Cards.



Normal Deck 1 Bakugan (Level 6)

- Aquos Sirenoid
- Pyrus Gargonoid
- Haos Juggernaut

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Gargonoid	Gold	110	60	120	90	150	50	Gargonoids get the Gate bonus twice!	BA141-GA-SM
High Energy	Silver	110	120	120	110	120	120	—	BA138-GA-SM
Energy from All	Copper	170	80	120	100	70	150	Bakugan used by a player who is using all different attributes gets +100 G-Power.	BA219-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Battle Gate	Red	If your Bakugan's attribute is different than opponent's, your Bakugan gains +100 G-Power.	BA194-AB-SM
Ground Shutdown	Green	During a battle; +200 G-Power if your opponent is Pyrus, Ventus, or Darkus.	BA332-AB-SM
Power Triangle	Blue	During a battle; +50 G-Power for each Gate Card you've won.	BA281-AB-SM



Normal Deck 2

Bakugan (Level 6)

- Sirenoid
- Fear Ripper
- Robotallion

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Sirenoid	Gold	90	150	110	120	70	130	Sirenoids get the Gate bonus twice!	BA255-GA-SM
Aquos Vortex	Silver	60	150	120	50	20	20	—	BA244-GA-SM
Ability Block	Copper	20	0	20	0	20	0	No Ability Cards may be played.	BA154-GA-SM

Ability Cards

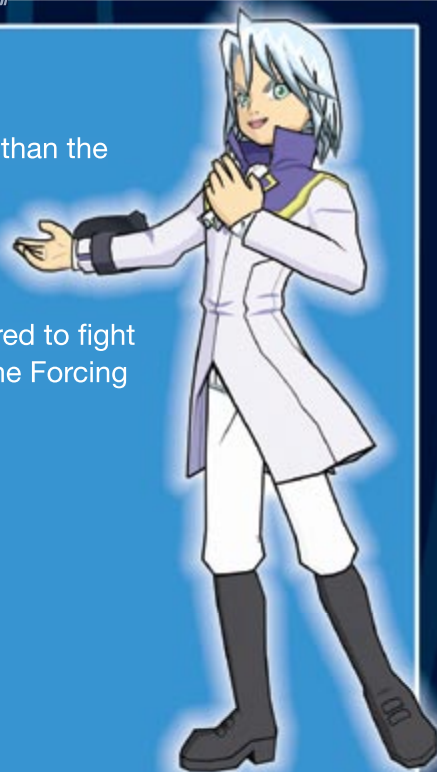
Name	Color	Rule	Serial Number
Marucho's Throw	Red	During a battle; +100 G-Power.	BA157-AB-SM
Forcing Wave	Green	Sirenoid gets +200 G-Power.	VG023-AB-SM
Dark Circumference	Blue	During a battle; +120 G-Power if your enemy has a higher printed G-Power.	BA325-AB-SM

Hard Deck Strategy

It is very difficult to prepare for the battle against Klaus's Hard Deck 1. This deck is designed to give Klaus a big advantage in almost every situation. If you battle on one of his Gate Cards, you risk fighting against Siege with double the Gate Card bonus from the Siege card, or fighting any of Klaus's Bakugan with +200 G-Power thanks to the Earth, Wind & Fire Gate Card. If you use three different attribute Bakugan, you may fall prey to the Shining Nova Ability Card, giving Klaus +150 G-Power. To top things off, the combination of Klaus's Bakugan gives him +400 G-Power from the Pyrus, Aquos, and Haos Combo Ability Card. The best strategy here is to avoid using Pyrus, Ventus, or Darkus Bakugan to stop Klaus from using the Ground Shutdown, avoid fighting on his Gate Cards, and be prepared to potentially lose one battle to the Pyrus, Aquos, and Haos Combo Ability Card. Equip yourself with a strong enough deck to rebound from the loss and take every other battle in the match.



The match against Klaus's Hard Deck 2 is much easier than the battle against his Hard Deck 1. Avoid using Ventus Bakugan to stop Klaus from using the Aquos and Ventus Combo Ability Card. Do not battle on his Gate Cards to avoid the significant G-Power Boost Klaus gains from the Mega Warrior Gate Card. Also be prepared to fight against Sirenoid with at least a +200 G-Power due to the Forcing Wave Ability Card.



Hard Deck 1

Bakugan (Level 9)

- Aquos Sirenoid
- Pyrus Siege
- Haos Centipoid

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Siege	Gold	100	60	140	120	80	20	Sieges get the Gate bonus twice!	VG024-GA-SM
Tsunami	Silver	20	170	110	80	110	50	—	BA136-GA-SM
Earth, Wind & Fire	Copper	100	120	80	170	150	70	Bakugan used by a player who is using all different attributes gets +200 G-Power.	BA216-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Shining Nova	Red	If your Bakugan's attribute is different than your opponent's, your Bakugan gains +150 G-Power.	VG007-AB-SM
Ground Shutdown	Green	During a battle; +200 G-Power if your opponent is Pyrus, Ventus, or Darkus.	BA332-AB-SM
Pyrus, Aquos, and Haos Combo	Blue	If the combination of your Bakugan in your hand is Pyrus, Aquos, and Haos, your Bakugan in the battle gets +400 G-Power.	VG040-AB-SM



Hard Deck 2

Bakugan (Level 9)

- Sirenoid
- Laserman
- Griffon



Gate Cards

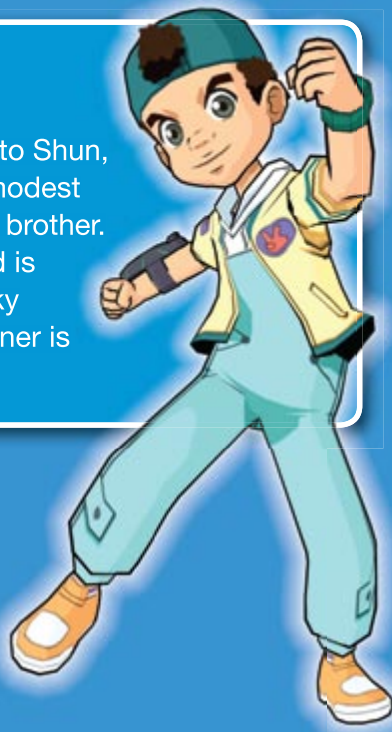
Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Sirenoid	Gold	90	150	110	120	70	130	Sirenoids get the Gate bonus twice!	BA255-GA-SM
Whirlpool	Silver	90	200	170	110	50	50	—	BA140-GA-SM
Mega Warrior	Copper	100	40	50	110	150	50	During a battle; +200 G-Power for each Gate Card its owner has won.	BA265-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Dive Mirage	Red	During a battle; +150 G-Power.	VG002-AB-SM
Forcing Wave	Green	Sirenoid gets +200 G-Power.	VG023-AB-SM
Aquos and Ventus Combo	Blue	If your opponent's Bakugan is Ventus and your Bakugan is Aquos, your Bakugan gets +200 G-Power.	VG038-AB-SM

Komba Bio

Ever since Komba lost to Shun, he has become more modest and admires Shun as a brother. He is a Ventus user and is very good at using tricky attacks to win. His partner is Harpus.

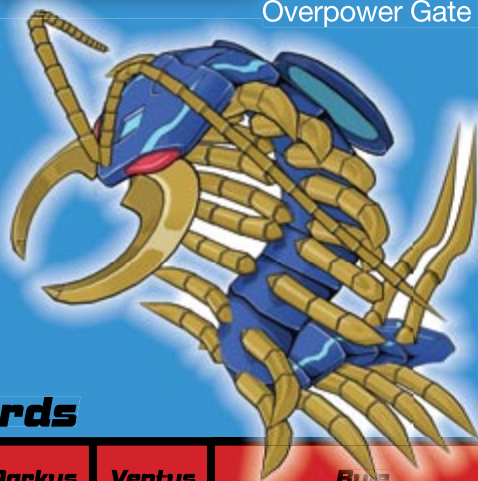


Primary Attribute: Ventus Easy Deck Strategy

Stick to Ventus Bakugan against Komba's Easy Deck 1. If you're using Ventus Bakugan, Komba will not have an advantage if you battle on his Lightning Gate card and he will not be able to use the Uneven Bump Ability Card. If this is not an option, make sure you do not use Aquos, Subterra, or Haos Bakugan if at all possible. This prevents Komba from using the With Darkness Ability Card.



The only things you need to worry about when fighting against Komba's Easy Deck 2 are not to use Subterra, Haos, or Darkus Bakugan, and to avoid fighting on his Gate Cards unless you are winning the match. This will allow you to gain the upper hand if you battle on Komba's Overpower Gate Card.



Easy Deck 1 Bakugan (Level 3)

- Falconeer
- Centipoid
- Serpenoid

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Runo	Serial Number
Falconeer	Gold	120	100	150	50	100	50	Falconeers get the Gate bonus twice!	VG018-GA-SM
Vacuum	Silver	50	20	50	60	20	70	—	BA248-GA-SM
Lightning Gate	Copper	110	80	60	90	120	140	Each Ventus and Haos Bakugan gains +100 G-Power.	BA185-GA-SM



Ability Cards

Name	Color	Rule	Serial Number
Uneven Bump	Red	If your Bakugan's attribute is different than opponent's, your Bakugan gains +50 G-Power.	BA187-AB-SM
With Darkness	Green	During a battle; +100 G-Power if your enemy is Aquos, Subterra, or Haos.	BA287-AB-SM
Hot Wind	Blue	During a battle; +50 G-Power.	BA190-AB-SM

Easy Deck 2

Bakugan (Level 3)

- Gargonoid
- Griffon
- Juggernaut

Gate Cards

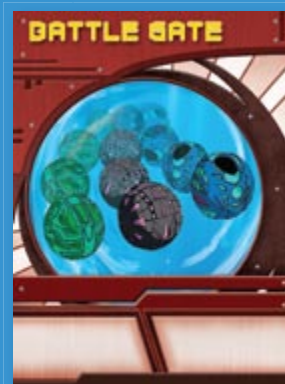
Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Gargonoid	Gold	110	60	120	90	150	50	Gargonoids get the Gate bonus twice!	BA141-GA-SM
Wind Farm	Silver	50	20	50	60	20	70	—	BA296-GA-SM
Overpower	Copper	110	60	90	120	140	110	The Bakugan used by the player with most Gate Cards gets +100 G-Power.	BA150-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Perfect Aim	Red	During a battle; +50 G-Power.	BA222-AB-SM
Blowing Winds	Green	During a battle; +100 G-Power if your enemy is Subterra, Haos, or Darkus.	BA288-AB-SM
G-Power Bump	Blue	During a battle; +60 G-Power.	BA167-AB-SM

Normal Deck Strategy

Focus on Ventus Bakugan during the match against Komba's Normal Deck 1 to nullify his Battle Gate Ability Card. If this is not possible, avoid using Aquos, Subterra, or Haos Bakugan to stop Komba from using the With Darkness Ability Card. The only other aspect of this match that you need to be mindful of is Komba's Rainbow Gate Card. This gives each player +100 G-Power for each Gate Card they've won. If you must battle on one of Komba's Gate Cards, make sure you have the lead in case you stand on the Rainbow Gate Card.



Do not battle on Komba's Gate Cards when he's using his Normal Deck 2; this will take away most of his advantages. His only trump card will be the Feather Storm Ability Card when he's using Harpus. All of his other big advantages come from battling on his own Gate Cards. If you have to battle

on his Gate Cards, make sure you have Ability Cards that will grant big G-Power bonuses to combat Komba's cards.

Normal Deck 1 Bakugan (Level 6)

- Harpus
- Falconeer
- Stinglash



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Stinglash	Gold	80	20	20	200	100	120	Stinglashes get the Gate bonus twice!	VG019-GA-SM
Dusk	Silver	80	20	20	60	140	120	—	BA137-GA-SM
Rainbow	Copper	80	60	20	90	70	50	During a battle; +100 G-Power for each Gate Card its owner has won.	BA214-GA-SM



Ability Cards

Name	Color	Rule	Serial Number
Battle Gate	Red	If your Bakugan's attribute is different than opponent's, your Bakugan gains +100 G-Power.	BA194-AB-SM
With Darkness	Green	During a battle; +100 G-Power if your enemy is Aquos, Subterra, or Haos.	BA287-AB-SM
Dark Growth	Blue	During a battle; +80 G-Power.	BA231-AB-SM

Normal Deck 2 Bakugan (Level 6)

- Harpus
- Fear Ripper
- Robotallion

Gate Cards

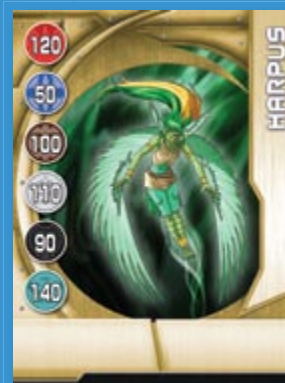
Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Harpus	Gold	120	50	100	110	90	140	Harpuses get the Gate bonus twice!	BA253-GA-SM
Elevated Field	Silver	90	110	100	90	110	100	—	BA197-GA-SM
Wind Gust Attack	Copper	150	50	90	70	50	100	Each Ventus Bakugan gets +200 G-Power.	BA311-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Shun's Throw	Red	During a battle; +100 G-Power.	BA160-AB-SM
Feather Storm	Green	Harpus gets +200 G-Power.	VG026-AB-SM
Updraft	Blue	During a battle on your Gate; +100 G-Power.	BA235-AB-SM

Hard Deck Strategy

Use Ventus Bakugan against Komba's Hard Deck 1. Doing so allows you to avoid Komba's Blowing Winds and Shining Nova Ability Cards, greatly reducing his G-Power bonuses. You can also stand on any of Komba's Gate Cards as long as you are not fighting against Centipoid. Allow Komba to stand on his Gate Card first to make sure the Bakugan you're using has less G-Power than his. If the Gate Card ends up being G-Power Swap, you'll have the advantage. If you cannot use Ventus Bakugan, avoid Subterra, Haos, or Darkus to ensure Komba cannot use the Blowing Winds Ability Card.



All you have to worry about when fighting Komba's Hard Deck 2 is his Harpus Bakugan. To limit Harpus's advantage, only fight her on your own Gate Card, and be prepared to battle against her with Komba's Feather Storm Ability Card giving it +200 G-Power. Other than that, avoid standing

on Komba's Gate Cards unless you are winning the match so you will have the upper hand if you battle on his Rainbow Gate Card.

Hard Deck 1

Bakugan (Level 9)

- Harpus
- Siege
- Centipoid

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Centipoid	Gold	60	80	50	20	90	70	Centipoids get the Gate bonus twice!	VG022-GA-SM
Haunted Night	Silver	110	50	50	90	200	170	—	BA201-GA-SM
G-Power Swap	Copper	70	90	130	130	100	60	The Bakugan have their G-Power swapped.	BA260-GA-SM

Ability Cards

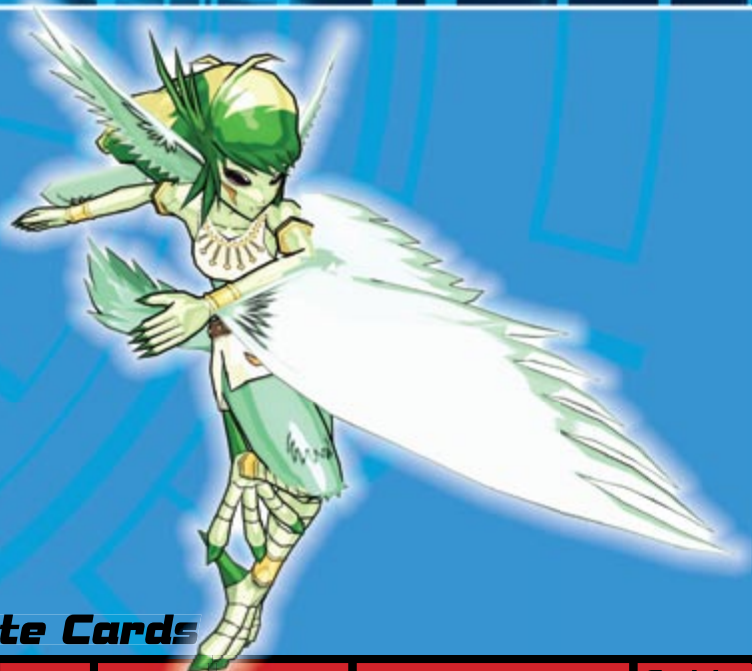
Name	Color	Rule	Serial Number
Shining Nova	Red	If your Bakugan's attribute is different than your opponent's, your Bakugan gains +150 G-Power.	VG007-AB-SM
Blowing Winds	Green	During a battle; +100 G-Power if your enemy is Subterra, Haos, or Darkus.	BA288-AB-SM
Triangle of Power	Blue	During a battle; + 50 G-Power for each Gate Card you've won.	BA280-AB-SM



Hard Deck 2

Bakugan (Level 9)

- Harpus
- Monarus
- Griffon



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Harpus	Gold	120	50	100	110	90	140	Harpuses get the Gate bonus twice!	BA253-GA-SM
The Spires	Silver	50	40	40	110	70	150	—	BA251-GA-SM
Rainbow	Copper	80	60	20	90	70	50	During a battle; +100 G-Power for each Gate Card its owner has won.	BA214-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Blow Away	Red	During a battle; +150 G-Power.	VG003-AB-SM
Feather Storm	Green	Harpus gets +200 G-Power.	VG026-AB-SM
Gusty Maneuver	Blue	During a battle; +120 G-Power if your enemy has a higher printed G-Power.	BA326-AB-SM



Marduk

Bio

Marduk is a mysterious boy who partners with the Bakugan Vladitor. He is obsessed with winning and will stop at nothing to achieve victory. His condescending attitude and disrespect of others is part of his strategy to provoke opponents and make them lose their composure. He is self-centered and trusts only Vladitor. All other Bakugan mean nothing to him.



Primary Attribute: Darkus

Easy Deck Strategy

Darkus Bakugan are the best strategic counter against Marduk's Easy Deck 1. If you battle on his Bakugan Duo Gate Card, you will receive the same G-Power Boost he does. In addition, using Darkus Bakugan prevents Marduk from using the

Ground Attack Ability Card. If you avoid fighting on his Gate Cards altogether, he'll only have the Triangle of Power Ability Card to give him any G-Power Boost, and you will still have the upper hand if you're winning the match when he uses the card.



Do not use Pyrus, Aquos, or Ventus Bakugan against Marduk's Easy Deck 2. This prevents him from using the Ground Attack Ability Card. Avoid his Gate Cards, but if you must battle on one of them, do not fight against Laserman on one of Marduk's Gate Cards. It will also benefit you if Marduk is

winning the match when you battle on his Delayed Attack Gate Card, because you will be able to use all of your used Ability Cards again.

Easy Deck 1

Bakugan (Level 4)

- Reaper
- Falconeer
- Centipoid

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Reaper	Gold	100	50	150	70	120	140	Reapers get the Gate bonus twice!	VG012-GA-SM
Dusk	Silver	80	20	20	60	140	120	—	BA137-GA-SM
Bakugan Duo	Copper	80	50	30	50	140	80	Each Pyrus and Darkus Bakugan gains +100 G-Power.	BA153-GA-SM



Ability Cards

Name	Color	Rule	Serial Number
Quick Draw	Red	Allows you to select a Shooting Battle.	VG008-AB-SM
Ground Attack	Green	During a battle; +100 G-Power if your opponent is Pyrus, Aquos, or Ventus.	BA289-AB-SM
Triangle of Power	Blue	During a battle; +50 G-Power for each Gate Card you've won.	BA280-AB-SM

Easy Deck 2

Bakugan (Level 4)

- Laserman
- Gargonoid
- Griffon

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Laserman	Gold	120	100	150	50	100	50	Lasermans get the Gate bonus twice!	VG021-GA-SM
Whirlpool	Silver	100	50	120	100	150	50	—	BA297-GA-SM
Delayed Attack	Copper	100	40	50	110	150	50	Player with the least Gate Cards gets all used Ability Cards back.	BA313-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Masquerade's Throw	Red	During a battle; +100 G-Power.	BA161-AB-SM
Ground Attack	Green	During a battle; +100 G-Power if your opponent is Pyrus, Aquos, or Ventus.	BA289-AB-SM
Triangle of Power	Blue	During a battle; +50 G-Power for each Gate Card you've won.	BA280-AB-SM

Normal Deck Strategy

Marduk's normal deck Bakugan are all Level 8. This means you will face more powerful Bakugan than when playing most other opponents' normal decks. The preferred course of action against Marduk's Normal Deck 1 is to use Darkus Bakugan. This gives you an equal G-Power Boost if you battle on Marduk's Stinger Gate Card. Beyond this strategy, be prepared to face a powerful Bakugan in Vladitor.

Avoid fighting him on one of Marduk's Gate Cards at all costs, and if you fight him on one of your Gate Cards, be prepared to face him with +200 G-Power thanks to the Dark Sphere Impact Ability Card.



Darkus Bakugan are the preferred choice once again as you face off against Marduk's Normal Deck 2. Sticking with Darkus Bakugan prevents Marduk from using the Shining Nova Ability Card. You must also be prepared to battle without Ability Cards in case you are forced to fight on Marduk's Ability Block Gate Card. Vladitor is a force to be reckoned with whether you fight him on one of your Gate Cards or one of Marduk's. However, he is much easier to defeat if you engage in battle on one of your Gate Cards. This prevents Marduk from using the Vladitor Gate Card and doubling the G-Power Boost Vladitor receives.



Normal Deck 1 Bakugan (Level 8)

- Vladitor
- Fear Ripper
- Centipoid

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Vladitor	Gold	80	60	100	120	180	140	Vladitor get the Gate bonus twice!	VG027-GA-SM
Nightmare	Silver	80	70	20	120	170	120	—	BA250-GA-SM
Stinger	Copper	60	80	50	20	90	70	Each Darkus Bakugan gets +200 G-Power.	BA267-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Power Surge	Red	Allows you to select a Shaking Battle.	VG009-AB-SM
Dark Sphere Impact	Green	Vladitor gets +200 G-Power.	VG029-AB-SM
Dark Circumference	Blue	During a battle; +120 G-Power if your enemy has a higher printed G-Power.	BA325-AB-SM



Normal Deck 2 Bakugan (Level 8)

- Vladitor
- Siege
- Stinglash

Gate Cards

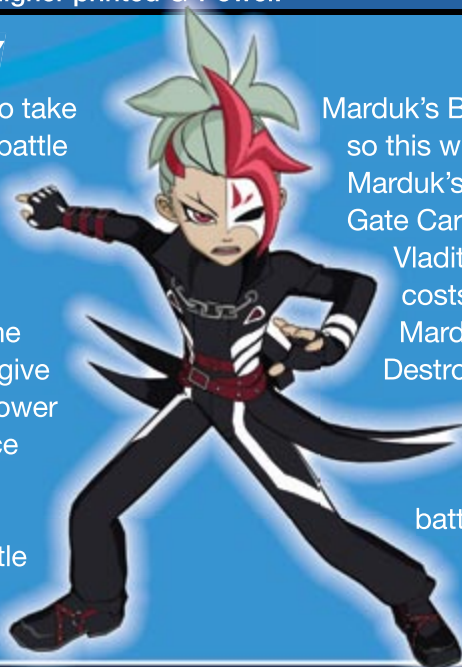
Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Vladitor	Gold	80	60	100	120	180	140	Vladitor get the Gate bonus twice!	VG027-GA-SM
Fields of Lava	Silver	80	70	20	120	170	120	—	BA298-GA-SM
Ability Block	Copper	20	0	20	0	20	0	No Ability Cards may be played.	BA154-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Shining Nova	Red	If your Bakugan's attribute is different than your opponent's, your Bakugan gains +150 G-Power.	VG007-AB-SM
Dark Sphere Impact	Green	Vladitor gets +200 G-Power.	VG029-AB-SM
Dark Circumference	Blue	During a battle; +120 G-Power if your enemy has a higher printed G-Power.	BA325-AB-SM

Hard Deck Strategy

Marduk's Hard Deck 1 is designed to take advantage of every situation. If you battle on any of Marduk's Gate Cards, chances are you will face Battle Ax Vladitor with a double Gate bonus from the corresponding Gate Card, and it's very likely Marduk will use the Thousand Destroyer Ability Card to give Battle Ax Vladitor an additional G-Power Boost of +400. The only saving grace of fighting on Marduk's Gate Cards is that the G-Powers of the fighting Bakugan will be swapped if you battle on the G-Power Exchange Gate Card. Under most circumstances,



Marduk's Bakugan will have higher G-Power, so this will work in your advantage. To lessen Marduk's advantage, avoid fighting on his Gate Cards, and do not engage Battle Ax Vladitor on Marduk's Gate Cards at all costs. If you battle on your Gate Cards, Marduk can still use the Thousand Destroyer Ability Card, along with the Power from Darkness Ability Card for an additional +150 G-Power. Have a very strong deck ready to battle against Marduk.



Fighting against Marduk's Hard Deck 2 is almost exactly the same as the battle against his Hard Deck 1. The only real difference is that if you battle on his Mega Warrior Gate Card, Marduk will have a significant advantage if he's won any Gate Cards through the match.

Hard Deck 1 Bakugan (Level 10)

- Battle Ax Vladitor
- Laserman
- Fear Ripper

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Battle Ax Vladitor	Gold	170	150	50	150	200	180	Battle Ax Vladitor get the Gate bonus twice!	VG028-GA-SM
Light-Burst	Silver	50	50	90	200	170	110	—	BA135-GA-SM
G-Power Exchange	Copper	80	50	20	20	50	80	The Bakugan have their G-Power swapped.	BA151-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Dark Void	Red	Destroy the Battlefield items your opponent has.	BA221-AB-SM
Thousand Destroyer	Green	Battle Ax Vladitor gets +400 G-Power.	VG030-AB-SM
Power from Darkness	Blue	During a battle on an enemy Gate; +150 G-Power.	BA170-AB-SM

Hard Deck 2 Bakugan (Level 10)

- Battle Ax Vladitor
- Reaper
- Siege





Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Battle Ax Vladitor	Gold	170	150	50	150	200	180	Battle Ax Vladitor get the Gate bonus twice!	VG028-GA-SM
Haunted Night	Silver	110	50	50	90	200	170	—	BA201-GA-SM
Mega Warrior	Copper	100	40	50	110	150	50	During a battle; +200 G-Power for each Gate Card its owner has won.	BA265-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Dimension 4	Red	During a battle; +150 G-Power.	VG006-AB-SM
Thousand Destroyer	Green	Battle Ax Vladitor gets +400 G-Power.	VG030-AB-SM
Power from Darkness	Blue	During a battle on an enemy Gate; +150 G-Power.	BA170-AB-SM

Marucho

Bio

Marucho is one of the Battle Brawlers. He is the only son of a millionaire. He likes to think before acting and is a walking encyclopedia. His battle style is based on data and information on his opponents and their Bakugan. Marucho is an Aquos user and is good at combinations of Bakugan and cards.

Primary Attribute: Aquos Easy Deck Strategy

Use Aquos Bakugan against Marucho's Easy Deck 1 to get the G-Power bonus from his Lock & Load Gate Card, and to prevent him from using the Blowing Winds Ability Card. If this is not an option, make sure you do not use Subterra, Haos, or Darkus Bakugan to at least keep Marucho from using the Blowing Winds card.

NOTE

When Marucho uses Preyas he can change his attribute randomly through a special attribute roulette.





Marucho retains the Blowing Winds Ability Card in his Easy Deck 2, so continue to avoid using Subterra, Haos, or Darkus Bakugan. Try to avoid fighting on his Gate Cards unless you are losing the match. In this situation you can gain access to all of your Ability Cards again thanks to Marucho's Delayed Attack Gate Card. However, do not fight on any of Marucho's Gate Cards if your opponent will be Robotallion. This avoids potentially fighting on the Robotallion Gate Card, giving the Bakugan a huge Gate bonus.



Easy Deck 1

Bakugan (Level 3)

- Terrorclaw
- Stinglash
- Juggernaut

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Juggernaut	Gold	100	40	50	110	150	50	Juggernauts get the Gate bonus twice!	VG014-GA-SM
Elevated Field	Silver	90	110	100	90	110	100	—	BA197-GA-SM
Lock & Load	Copper	100	150	70	50	80	150	Each Subterra and Aquos Bakugan gets +100 G-Power.	BA261-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Marionette	Red	During a battle; +50 G-Power.	BA226-AB-SM
Blowing Winds	Green	During a battle; +100 G-Power if your enemy is Subterra, Haos, or Darkus.	BA288-AB-SM
G-Power Bump	Blue	During a battle; +60 G-Power.	BA167-AB-SM



Easy Deck 2 Bakugan (Level 3)

- Gargonoid
- Robotallion
- Saurus

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Robotallion	Gold	110	60	90	120	140	200	Robotallions get the Gate bonus twice!	VG015-GA-SM
Black Hole	Silver	120	100	150	50	100	50	—	BA295-GA-SM
Delayed Attack	Copper	100	40	50	110	150	50	Player with the least Gate Cards gets all used Ability Cards back.	BA313-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Quick Draw	Red	Allows you to select a Shooting Battle.	VG008-AB-SM
Blowing Winds	Green	During a battle; +100 G-Power if your enemy is Subterra, Haos, or Darkus.	BA288-AB-SM
Blaze	Blue	During a battle; +80 G-Power.	BA168-AB-SM

Normal Deck Strategy

There isn't much to Marucho's Normal Deck 1. Be ready to battle without the use of Ability Cards if you stand on one of Marucho's Gate Cards. If you end up on the Ability Block Gate Card, no Ability Cards can be used. Other than this, make sure your deck is equipped to combat Marucho's Preyas. Do not fight him on any of Marucho's Gate Cards to avoid giving him a huge G-Power Boost, but even if you fight him on one of your Gate Cards, Marucho can still use the Blue Stealth Ability Card to give Preyas +200 G-Power.



Marucho's Gate Cards to get the G-Power Boost from Ground Strike. Continue to be watchful of Preyas, because he has the same abilities in this deck as he had in Marucho's Normal Deck 1.

Normal Deck 1

Bakugan (Level 6)

- Preyas
- Griffon
- Fear Ripper

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Preyas	Gold	60	150	120	50	110	90	Preyas get the Gate bonus twice!	VG005-GA-SM
Aquos Vortex	Silver	60	150	120	50	20	20	—	BA244-GA-SM
Ability Block	Copper	20	0	20	0	20	0	No Ability Cards may be played.	BA154-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Marucho's Throw	Red	During a battle; +100 G-Power.	BA157-AB-SM
Blue Stealth	Green	Preyas gets +200 G-Power.	VG015-AB-SM
Home Advantage	Blue	During a battle on your Gate Card. +100 G-Power.	BA169-AB-SM

Normal Deck 2

Bakugan (Level 6)

- Preyas
- Falconeer
- Gargonoid





Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Preyas	Gold	60	150	120	50	110	90	Preyases get the Gate bonus twice!	VG005-GA-SM
Sun Spot	Silver	60	140	120	80	20	40	—	BA294-GA-SM
Ground Strike	Copper	100	150	70	50	80	150	Each Aquos Bakugan gets +200 G-Power.	BA309-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Power Surge	Red	Allows you to select a Shaking Battle.	VG009-AB-SM
Blue Stealth	Green	Preyas gets +200 G-Power.	VG015-AB-SM
Heated Glow	Blue	During a battle; +100 G-Power if your enemy has a higher printed G-Power.	BA324-AB-SM

Hard Deck Strategy

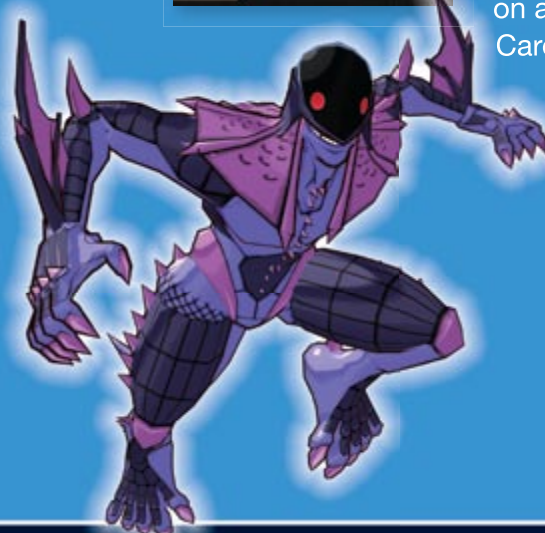
There isn't much to worry about against Marucho's Hard Deck 1. Avoid using Pyrus, Ventus, or Darkus Bakugan if you can. This prevents Marucho from using the Ground Shutdown Ability Card. If you must battle on his Gate Cards, do not fight against either Preyas Angelo or Pryas Diablo to avoid giving them a huge bonus from the Preyas's Gate Card. It is also best to fight on one of Marucho's Gate Cards with lower G-Power to get the bonus from his Rising Blow Gate Card.



Have an Ability Card that will give you at least +200 G-Power to combat Marucho's Subterra and Aquos Combo Ability Card in his Hard Deck 2. Do not rely on Battlefield items in case he uses the Dark Void Ability Card, and continue to avoid fighting either Preyas II on any of Marucho's Gate Cards.

Hard Deck 1 Bakugan (Level 9)

- Preyas's
- Preyas II Angelo
- Fear Ripper



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Preyas	Gold	130	180	70	130	100	60	Preyas II Angelos/ Diablos get the Gate bonus twice!	VG006- GA-SM
Tsunami	Silver	20	170	110	80	110	50	—	BA136- GA-SM
Rising Blow	Copper	110	100	80	70	50	40	The Bakugan with the lowest printed G-Power has its G-Power Boost doubled.	BA213- GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Dive Mirage	Red	During a battle; +150 G-Power.	VG002-AB-SM
Ground Shutdown	Green	During a battle; +200 G-Power if your opponent is Pyrus, Ventus, or Darkus.	BA332-AB-SM
Summon Wave	Blue	During a battle on an enemy Gate; +150 G-Power.	BA172-AB-SM

Hard Deck 2

Bakugan (Level 9)

- Preyas's
- Preyas II Diablo
- Siege

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Preyas	Gold	130	180	70	130	100	60	Preyas II Angelos/ Diablos get the Gate bonus twice!	VG006- GA-SM
Whirlpool	Silver	90	200	170	110	50	50	—	BA140- GA-SM
Stand Your Ground	Copper	20	80	140	50	60	110	After the battle is over, all players get all Ability Cards back into their hands.	BA156- GA-SM



Character Creation

Basics

Characters

Mikie
MaruchoBilly
MasqueradeChan
RunoDan
RunoJenny
ShunJewels
Shun

Julie

Julio

Klaus

Komba

Marduk

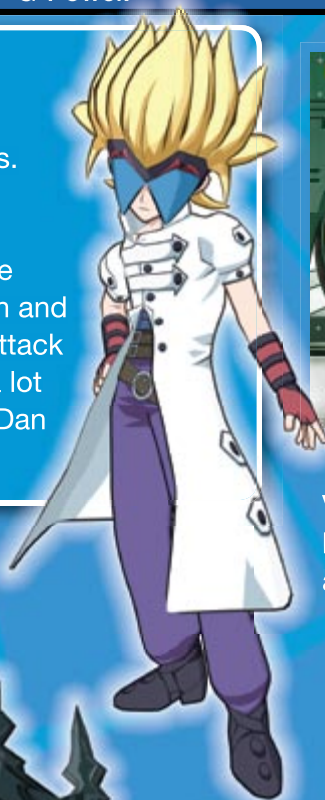
Ability Cards

Name	Color	Rule	Serial Number
Dark Void	Red	Destroy the Battlefield items your opponent has.	BA221-AB-SM
Ground Shutdown	Green	During a battle; +200 G-Power if your opponent is Pyrus, Ventus, or Darkus.	BA332-AB-SM
Subterra and Aquos Combo	Blue	If you have Subterra and Aquos Bakugan in your hand, the Bakugan in the battle gets +200 G-Power.	VG033-AB-SM

Masquerade

Bio

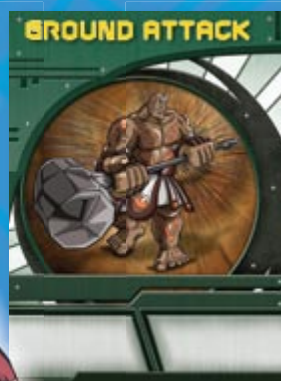
Masquerade is very mysterious. He wears a mask and no one knows his true identity. He is a Darkus user and Dan's rival. He uses a wide variety of Bakugan and his battle style is primarily to attack from a distance. He has sent a lot of different enemies to defeat Dan and Drago. Who could he be?



Primary Attribute: Darkus

Easy Deck Strategy

Against Masquerade's Easy Deck 1, avoid using Pyrus, Aquos, or Ventus Bakugan if you can. This stops him from using the Ground Attack Ability Card. You should also have a deck that does not rely solely on Ability Cards, in case you're stuck fighting on Masquerade's Quick Charge Gate Card and your Bakugan happens to have a lower G-Power.



Use Darkus Bakugan against Masquerade's Easy Deck 2. He uses the Ground Attack Ability Card again, and using Darkus Bakugan also stops him from using the Battle Gate Ability Card, and prevents him from gaining an upper hand with the Bakugan Duo Gate Card.

If using Darkus Bakugan is not an option, at least avoid Pyrus, Aquos, or Ventus Bakugan, and be prepared to combat the bonuses Masquerade will get from the Battle Gate and Bakugan Duo cards.

Easy Deck 1 Bakugan (Level 4)

- Reaper
- Fear Ripper
- Centipoid



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Reaper	Gold	100	50	150	70	120	140	Reapers get the Gate bonus twice!	VG012-GA-SM
High Energy	Silver	110	120	120	110	120	120	—	BA138-GA-SM
Quick Charge	Copper	150	80	170	130	110	100	The player with the lowest printed G-Power may not play Ability Cards.	BA218-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Masquerade's Throw	Red	During a battle; +100 G-Power.	BA161-AB-SM
Ground Attack	Green	During a battle; +100 G-Power if your opponent is Pyrus, Aquos, or Ventus.	BA289-AB-SM
Triangle of Power	Blue	During a battle; + 50 G-Power for each Gate Card you've won.	BA280-AB-SM

Easy Deck 2

Bakugan (Level 4)

- Laserman
- Siege
- Gargonoid

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Laserman	Gold	120	100	150	50	100	50	Lasermans get the Gate bonus twice!	VG021-GA-SM
Elevated Field	Silver	90	110	100	90	110	100	—	BA197-GA-SM
Bakugan Duo	Copper	80	50	30	50	140	80	Each Pyrus and Darkus Bakugan gains +100 G-Power.	BA153-GA-SM



Ability Cards

Name	Color	Rule	Serial Number
Battle Gate	Red	If your Bakugan's attribute is different than opponent's, your Bakugan gains +100 G-Power.	BA194-AB-SM
Ground Attack	Green	During a battle; +100 G-Power if your opponent is Pyrus, Aquos, or Ventus.	BA289-AB-SM
Dark Circumference	Blue	During a battle; +120 G-Power if your enemy has a higher printed G-Power.	BA325-AB-SM

Normal Deck Strategy

Masquerade's normal deck Bakugan are of a higher level than most other characters', so be ready to combat more powerful Bakugan. Try to use Darkus Bakugan against Masquerade's Normal Deck 1. This prevents him from using the Shining Nova Ability Card. Other than that, avoid fighting Hydranoid on one of Masquerade's Gate Cards, and if you must fight on one of his Gate Cards at all, try to do so only if you're losing the match to potentially gain the benefits of the Change of Fate Gate Card.



There isn't much to worry about in Masquerade's Normal Deck 2. If you're winning the match, you can battle on his Gate Cards unless you're fighting against Hydranoid. This gives you a G-Power Boost if you end up fighting on the Rainbow Gate Card.

Be prepared to combat a very powerful Hydranoid Bakugan, even if you battle on your own Gate Card. Masquerade can still use the Chaos of the Darkness Ability Card to give Hydranoid +200 G-Power.

Normal Deck 1

Bakugan (Level 8)

- Hydranoid
- Terrorclaw
- Centipoid



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Hydranoid	Gold	120	90	100	110	180	50	Hydranoids get the Gate bonus twice!	VG010-GA-SM
Pit Dweller	Silver	100	50	120	100	150	50	—	BA249-GA-SM
Change of Fate	Copper	60	80	50	20	90	70	The Bakugan used by the player with the least Gate Cards gets +100 G-Power.	BA315-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Shining Nova	Red	If your Bakugan's attribute is different than your opponent's, your Bakugan gains +150 G-Power.	VG007-AB-SM
Chaos of the Darkness	Green	Hydranoid gets +200 G-Power.	VG020-AB-SM
Power From Darkness	Blue	During a battle on an enemy Gate; +150 G-Power.	BA170-AB-SM

Normal Deck 2 Bakugan (Level 8)

- Hydranoid
- Laserman
- Gargonoid



Gate Cards

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Hydranoid	Gold	120	90	100	110	180	50	Hydranoids get the Gate bonus twice!	VG010-GA-SM
Whirlpool	Silver	100	50	120	100	150	50	—	BA297-GA-SM
Rainbow	Copper	80	60	20	90	70	50	During a battle; +100 G-Power for each Gate Card its owner has won.	BA214-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Timing Battle	Red	Allows you to select a Timing Battle.	VG010-AB-SM
Chaos of the Darkness	Green	Hydranoid gets +200 G-Power.	VG020-AB-SM
Dark Circumference	Blue	During a battle; +120 G-Power if your enemy has a higher printed G-Power.	BA325-AB-SM



Character Creation

Basics

Characters

Mikie
MaruchoBilly
MasqueradeChan
RunoDan
RunoJenny
ShunJewels
Shun

Julie

Julio

Klaus

Komba

Marduk

Hard Deck Strategy

Masquerade's Bakugan in his hard decks are at maximum level, so be ready for a potentially difficult match. Against his Hard Deck 1, do not fight Dual Hydranoid on one of Masquerade's Gate Cards. Try to avoid fighting on his Gate Cards altogether if Masquerade has won any Gate Cards during the match. This prevents him from getting the Gate bonus from his Mega Warrior Gate Card. Be prepared to battle against an extremely buffed up Dual Hydranoid, even if you're fighting on one of your own Gate Cards. Masquerade can still use the Darkus Gazer Ability Card to give Dual Hydranoid +400 G-Power, along with the Power from Darkness Ability Card for an additional +150 G-Power.



Against Masquerade's Hard Deck 2, try to use Darkus Bakugan to limit his use of the Shining Nova and Darkus and Aquos Combo Ability Cards. If Darkus Bakugan are not an option, at least avoid using Aquos Bakugan to stop the Darkus and Aquos Combo card.

Dual Hydranoid is just as much of a threat here as he was in Masquerade's Hard Deck 1, and if you must fight on one of his Gate Cards, use your most powerful Bakugan in an attempt to get the huge bonus from the Lava Fields Gate Card.

Hard Deck 1 Bakugan (Level 10)

- Dual Hydranoid
- Reaper
- Centipoid

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Dual Hydranoid	Gold	70	90	130	100	200	60	Dual Hydranoids get the Gate bonus twice!	VG011-GA-SM
Light-Burst	Silver	50	50	90	200	170	110	—	BA135-GA-SM
Mega Warrior	Copper	100	40	50	110	150	50	During a battle; +200 G-Power for each Gate Card its owner has won.	BA265-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Dimension 4	Red	During a battle; +150 G-Power.	VG006-AB-SM
Darkus Gazer	Green	Dual Hydranoid gets +400 G-Power.	VG021-AB-SM
Power from Darkness	Blue	During a battle on an enemy Gate; +150 G-Power.	BA170-AB-SM

Hard Deck 2

Bakugan (Level 10)

- Dual Hydranoid
- Laserman
- Fear Ripper



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Dual Hydranoid	Gold	70	90	130	100	200	60	Dual Hydranoids get the Gate bonus twice!	VG011-GA-SM
Haunted Night	Silver	110	50	50	90	200	170	—	BA201-GA-SM
Lava Fields	Copper	70	90	120	130	100	60	The Bakugan with the highest printed G-Power has its G-Power Boost doubled.	BA308-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Shining Nova	Red	If your Bakugan's attribute is different than your opponent's, your Bakugan gains +150 G-Power.	VG007-AB-SM
Darkus Gazer	Green	Dual Hydranoid gets +400 G-Power.	VG021-AB-SM
Darkus and Aquos Combo	Blue	If your opponent's Bakugan is Aquos and your Bakugan is Darkus, your Bakugan gets +200 G-Power.	VG037-AB-SM



Runo Bio

One of the Battle Brawlers, Runo is a tomboy with a lot of energy. She loves festivals and is very competitive and opinionated. She is usually confident, but if she loses it she cannot quickly bounce back. Her battle style is uneven; sometimes she is among the best and sometimes she struggles. Runo is a Haos user and strong at controlling the battlefield and supporting teammates.



Primary Attribute: Haos Easy Deck Strategy



There isn't much to worry about against Runo's Easy Deck 1. Runo will have an advantage if you're winning the match thanks to the Leap Ahead Ability Card. However, she will not have the advantage if you fight on her Bait Gate Card while winning the match.

Runo's Easy Deck 2 is set up so that she gets a G-Power Boost no matter what her opponent does. All you can do is have a deck ready to give you an equal or better G-Power Boost. Try to use Ventus or Haos Bakugan to get the Gate bonus from the Lightning Gate card.

Easy Deck 1

Bakugan (Level 3)

- Centipoid
- Saurus
- Juggernaut

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Centipoid	Gold	60	80	50	20	90	70	Centipoids get the Gate bonus twice!	VG022-GA-SM
Elevated Field	Silver	90	110	100	90	110	100	—	BA197-GA-SM
Bait	Copper	150	50	90	70	50	100	The player with the least Gate Cards gets all used Ability Cards back.	BA263-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
A Hand Up	Red	During a battle; +50 G-Power.	BA225-AB-SM
Leap Ahead	Green	During a battle; +50 G-Power for each Gate Card your opponent has won.	BA192-AB-SM
G-Power Up	Blue	During a battle; +60 G-Power.	BA230-AB-SM

Easy Deck 2 Bakugan (Level 3)

- Fear Ripper
- Stinglash
- Robotallion



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Fear Ripper	Gold	150	50	90	70	50	100	Fear Rippers get the Gate bonus twice!	VG023-GA-SM
Low Energy	Silver	50	60	20	70	50	20	—	BA199-GA-SM
Lightning Gate	Copper	110	80	60	90	120	140	Each Ventus and Haos Bakugan gains +100 G-Power.	BA185-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Power Surge	Red	Allows you to select a Shaking Battle.	VG009-AB-SM
Equalizer	Green	During a battle; +150 G-Power if your enemy has more G-Power.	BA291-AB-SM
Dark Growth	Blue	During a battle; +80 G-Power.	BA231-AB-SM



Normal Deck Strategy

Watch out for Tigrerra when fighting against Runo's Normal Deck 1. Avoid fighting her on one of Runo's Gate Cards, and if you fight it on one of yours, be ready to combat the +200 G-Power Boost she will receive from the Cut in Saber Ability Card. If you end up fighting another Bakugan on one of Runo's Gate Cards, try to be the last Bakugan to stand on the card so you get the bonus if you fight on the Lift Gate Card.



Tigrerra remains a huge threat when facing off against Runo's Normal Deck 2. Use the same precautions you employed against her Normal Deck 1. If you end up fighting on her Gate Cards, be prepared to do battle without the help of your Ability Cards, in case you stand on Runo's High Price Gate Card. Do not rely on Battlefield items either, because Runo can use the Dark Void Ability Card to destroy them.

Normal Deck 1 Bakugan (Level 6)

- Tigrerra
- Centipoid
- Saurus



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Tigrerra	Gold	50	140	90	160	120	100	Tigrerras get the Gate bonus twice!	VG003-GA-SM
Muddy Ground	Silver	20	60	140	120	80	20	—	BA134-GA-SM
Lift	Copper	70	170	120	130	90	200	The Bakugan who stood on this card last gets +200 G-Power.	BA262-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Runo's Throw	Red	During a battle; +100 G-Power.	BA159-AB-SM
Cut in Saber	Green	Tigrerra gets +200 G-Power.	VG013-AB-SM
Power Triangle	Blue	During a battle; +50 G-Power for each Gate Card you've won.	BA281-AB-SM

Normal Deck 2

Bakugan (Level 6)

- Tigrerra
- Griffon
- Robotallion



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Tigrerra	Gold	50	140	90	160	120	100	Tigrerras get the Gate bonus twice!	VG003-GA-SM
Sunrise	Silver	20	20	60	140	120	80	—	BA202-GA-SM
High Price	Copper	60	30	50	20	20	40	The player with the higher printed G-Power may not play Ability Cards.	BA217-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Dark Void	Red	Destroy the Battlefield Item your opponent has.	BA221-AB-SM
Cut in Saber	Green	Tigrerra gets +200 G-Power.	VG013-AB-SM
Heated Glow	Blue	During a battle; +100 G-Power if your enemy has a higher printed G-Power.	BA324-AB-SM

Hard Deck Strategy

Blade Tigrerra is a force to be reckoned with in Runo's Hard Deck 1. To avoid the double Gate bonus she receives from the Blade Tigrerra Gate Card, do not fight her on one of Runo's Gate Cards. If you must fight another Bakugan on Runo's Gate Cards, let her stand on the card first and use a Bakugan with a lower G-Power to reap the rewards of the G-Power Exchange Gate Card. Be prepared to combat the +400 G-Power Blade Tigrerra receives from the Velocity Fang Ability Card, even if you fight on one of your Gate Cards.



To avoid the bonus she gets from the Haos and Darkus Combo Ability Card, do not use Darkus Bakugan against Runo's Hard Deck 2. Blade Tigrerra is still just as much of a threat now as it was in Runo's Hard Deck 1. In addition, if you use Bakugan of any attribute other than

Haos, Runo can use the Shining Nova Ability Card. Stick to Haos Bakugan if you can, and avoid fighting on her Gate Cards, especially against Blade Tigrerra or if Runo has won any Gate Cards during the match. This limits the G-Power Boost Blade Tigrerra can receive and prevents Runo from getting a big boost from the Mega Warrior Gate Card.



Hard Deck 1

Bakugan (Level 9)

- Blade Tirerra
- Terrorclaw
- Falconeer

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Blade Tigrerra	Gold	50	40	90	180	100	60	Blade Tigrerras get the Gate bonus twice!	VG004-GA-SM
Earthen Mound	Silver	50	90	200	170	110	50	—	BA196-GA-SM
G-Power Exchange	Copper	80	50	20	20	50	80	The Bakugan have their G-Power swapped.	BA151-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Spark Out	Red	During a battle; +150 G-Power.	VG005-AB-SM
Velocity Fang	Green	Blade Tigrerra gets +400 G-Power.	VG014-AB-SM
Power from Darkness	Blue	During a battle on an enemy Gate; +150 G-Power.	BA170-AB-SM

Hard Deck 2

Bakugan (Level 9)

- Blade Tigrerra
- Siege
- Centipoid



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Blade Tigrerra	Gold	50	40	90	180	100	60	Blade Tigrerras get the Gate bonus twice!	VG004-GA-SM
Light-Burst	Silver	50	50	90	200	170	110	—	BA135-GA-SM
Mega Warrior	Copper	100	40	50	110	150	50	During a battle; +200 G-Power for each Gate Card its owner has won.	BA265-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Shining Nova	Red	If your Bakugan's attribute is different than your opponent's, your Bakugan gains +150 G-Power.	VG007-AB-SM
Velocity Fang	Green	Blade Tigrerra gets +400 G-Power.	VG014-AB-SM
Haos and Darkus Combo	Blue	If your opponent's Bakugan is Darkus and your Bakugan is Haos, your Bakugan gets +200 G-Power.	VG036-AB-SM

Shuji Bio

Shuji lives in the same town as Dan. He has a younger brother named Akira and a younger sister named Nene. His attribute changes whenever he shows up. He sees Dan as his rival and tries to start a battle whenever he's around.



Primary Attribute: Random

Easy Deck Strategy

Avoid using Aquos, Ventus, or Haos Bakugan against Shuji's Easy Deck 1. This stops him from using the Triple Threat Ability Card. Do not battle

against Serpenoid on Shuji's Gate Cards. If you end up having to battle on any of his Gate Cards, try to do so when you're winning the match to potentially receive the bonus from the Overpower Gate Card.



Unless you're fighting in a tournament and know which attribute Shuji will use with his Easy Deck 2, try to have a combination of Bakugan attributes in your deck while avoiding Aquos, Ventus, and Haos. Shuji uses the Triple Threat Ability Card again in this deck, and also uses the Uneven Bump Ability Card,

which gives him an advantage if you're using a Bakugan of a different attribute.



Easy Deck 1

Bakugan (Level 1)

- Terrorclaw
- Stinglash
- Serpenoid



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Serpenoid	Gold	60	140	120	80	20	40	Serpenoids get the Gate bonus twice!	VG017-GA-SM
Vacuum	Silver	50	20	50	60	20	70	—	BA248-GA-SM
Overpower	Copper	110	60	90	120	140	110	The Bakugan used by the player with most Gate Cards gets +100 G-Power.	BA150-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Stuck	Red	During a battle; +50 G-Power.	BA227-AB-SM
Triple Threat	Green	During a battle; +100 G-Power if your enemy is Aquos, Ventus, or Haos.	BA284-AB-SM
Bright Light	Blue	During a battle; +50 G-Power.	BA165-AB-SM

Easy Deck 2

Bakugan (Level 1)

- Centipoid
- Robotallion
- Saurus



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Centipoid	Gold	60	80	50	20	90	70	Centipoids get the Gate bonus twice!	VG022-GA-SM
Wind Farm	Silver	50	20	50	60	20	70	—	BA296-GA-SM
Delayed Attack	Copper	100	40	50	110	150	50	Player with the least Gate Cards gets all used Ability Cards back.	BA313-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Uneven Bump	Red	If your Bakugan's attribute is different than opponent's, your Bakugan gains +50 G-Power.	BA187-AB-SM
Triple Threat	Green	During a battle; +100 G-Power if your enemy is Aquos, Ventus, or Haos.	BA284-AB-SM
G-Power Up	Blue	During a battle; +60 G-Power.	BA230-AB-SM

Normal Deck Strategy

When fighting Shuji's Normal Deck 1, avoid Subterra, Haos, or Darkus Bakugan to prevent him from using the Blowing Winds Ability Card. Do not fight Griffon on Shuji's Gate Cards, and if you must fight one of his other Bakugan on his Gate Card, try to do so only if you're losing the match so you receive the benefits of the Change of Fate Gate Card. If this is not possible, have an Ability Card ready to combat the +100 G-Power Shuji receives from the card.



Focus on Ventus Bakugan against Shuji's Normal Deck 2. This strategy gives you the G-Power bonus if you fight on Shuji's Lightning Gate card, and keeps him from using the With Darkness Ability Card. If you do not have good Ventus Bakugan, at least avoid

using Aquos or Subterra Bakugan. Only use Haos Bakugan on Shuji's Gate Cards to potentially even out the G-Power Boost he'll receive from the With Darkness card with the G-Power Boost you will receive from the Lightning Gate card.

Normal Deck 1 Bakugan (Level 4)

- Falconeer
- Gargonoid
- Griffon





Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Griffon	Gold	110	40	120	80	120	120	Griffons get the Gate bonus twice!	VG020-GA-SM
Dusk	Silver	80	20	20	60	140	120	—	BA137-GA-SM
Change of Fate	Copper	60	80	50	20	90	70	The Bakugan used by the player with the least Gate Cards gets +100 G-Power.	BA315-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Perfect Aim	Red	During a battle; +50 G-Power.	BA222-AB-SM
Blowing Winds	Green	During a battle; +100 G-Power if your enemy is Subterra, Haos, or Darkus.	BA288-AB-SM
Blaze	Blue	During a battle; +80 G-Power.	BA168-AB-SM

Normal Deck 2 Bakugan (Level 4)

- Siege
- Fear Ripper
- Robotallion

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Robotallion	Gold	110	60	90	120	140	200	Robotallions get the Gate bonus twice!	VG015-GA-SM
Elevated Field	Silver	90	110	100	90	110	100	—	BA197-GA-SM
Lightning Gate	Copper	110	80	60	90	120	140	Each Ventus and Haos Bakugan gains +100 G-Power.	BA185-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Timing Battle	Red	Allows you to select a Timing Battle.	VG010-AB-SM
With Darkness	Green	During a battle; +100 G-Power if your enemy is Aquos, Subterra, or Haos.	BA287-AB-SM
Dark Growth	Blue	During a battle; +80 G-Power.	BA231-AB-SM

Hard Deck Strategy

Darkus Bakugan should be your focus against Shuji's Hard Deck 1. Using them gives you an advantage on Shuji's Stinger Gate Card and stops Shuji from using the Triple Threat Ability Card. Avoid fighting Falconeer on any of Shuji's Gate Cards. Otherwise, Shuji's Hard Deck 1 doesn't have much to fear.



Unless you know what attribute Shuji will use, there's no way to make sure you prevent him from using the Battle Gate Ability Card. However, if you avoid using Aquos, Subterra, or Haos Bakugan, he cannot use the With Darkness Ability Card. Do not fight Fear Ripper on Shuji's Gate Cards, and be

prepared to do battle without the assistance of Ability Cards if you fight on his High Price Gate Card with a more powerful Bakugan.

Hard Deck 1 Bakugan (Level 7)

- Gargonoid
- Falconeer
- Centipoid

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Falconeer	Gold	120	100	150	50	100	50	Falconeers get the Gate bonus twice!	VG018-GA-SM
Pit Dweller	Silver	100	50	120	100	150	50	—	BA249-GA-SM
Stinger	Copper	60	80	50	20	90	70	Each Darkus Bakugan gets +200 G-Power.	BA267-GA-SM



Ability Cards

Name	Color	Rule	Serial Number
Masquerade's Throw	Red	During a battle; +100 G-Power.	BA161-AB-SM
Triple Threat	Green	During a battle; +100 G-Power if your enemy is Aquos, Ventus, or Haos.	BA284-AB-SM
Triangle of Power	Blue	During a battle; + 50 G-Power for each Gate Card you've won.	BA280-AB-SM

Hard Deck 2

Bakugan (Level 7)

- Laserman
- Fear Ripper
- Stinglash

Gate Cards

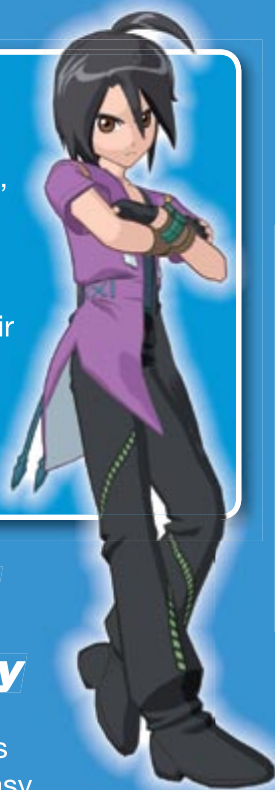
Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Fear Ripper	Gold	150	50	90	70	50	100	Fear Rippers get the Gate bonus twice!	VG023-GA-SM
Whirlpool	Silver	90	200	170	110	50	50	—	BA140-GA-SM
High Price	Copper	60	30	50	20	20	40	The player with the higher printed G-Power may not play Ability Cards.	BA217-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Battle Gate	Red	If your Bakugan's attribute is different than opponent's, your Bakugan gains +100 G-Power.	BA194-AB-SM
With Darkness	Green	During a battle; +100 G-Power if your enemy is Aquos, Subterra, or Haos.	BA287-AB-SM
Dark Circumference	Blue	During a battle; +120 G-Power if your enemy has a higher printed G-Power.	BA325-AB-SM

Shun Bio

Shun, one of the Battle Brawlers, is athletic, intelligent, and cool. He is a lone wolf and does not like to cooperate. Shun did not want to help Dan at first, but their friendship grew and he joined the Battle Brawlers. Shun is a Ventus user and is very good at aerial combat.

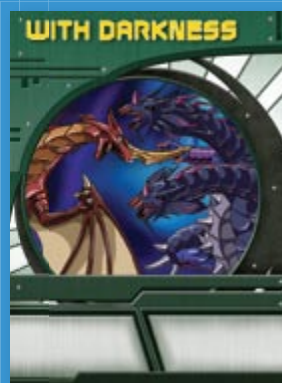


Primary Attribute: Ventus

Easy Deck Strategy

Make sure your deck does not include Subterra, Haos, or Darkus Bakugan when fighting Shun's Easy Deck 1. This keeps him from using the Blowing Winds Ability Card. If this isn't an option, be prepared to combat the +100 G-Power Boost he receives from the card. Do not fight Fear Ripper on any of Shun's Gate Cards, but if you

must do battle against another Bakugan, make sure you stand on the Gate Card first so you get the bonus from the Quick Strike Gate Card if you stand on it.



Use Ventus Bakugan against Shun's Easy Deck 2. You will stop him from using the Uneven Bump and With Darkness Ability Cards, while gaining the benefits of the Lightning Gate card. If you do not have any good Ventus Bakugan, avoid Aquos and Subterra Bakugan, and only use Haos

Bakugan when fighting on Shun's Gate Cards.

Easy Deck 1

Bakugan (Level 3)

- Fear Ripper
- Gargonoid
- Griffon

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Fear Ripper	Gold	150	50	90	70	50	100	Fear Rippers get the Gate bonus twice!	VG023-GA-SM
Dusk	Silver	80	20	20	60	140	120	—	BA137-GA-SM
Quick Strike	Copper	250	200	300	250	200	150	The Bakugan who stood on this card first gets +100 G-Power.	BA266-GA-SM



Ability Cards

Name	Color	Rule	Serial Number
Perfect Aim	Red	During a battle; +50 G-Power.	BA222-AB-SM
Blowing Winds	Green	During a battle; +100 G-Power if your enemy is Subterra, Haos, or Darkus.	BA288-AB-SM
Blaze	Blue	During a battle; +80 G-Power.	BA168-AB-SM

Easy Deck 2 Bakugan (Level 3)

- Siege
- Falconeer
- Gargonoid

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Siege	Gold	100	60	140	120	80	20	Sieges get the Gate bonus twice!	VG024-GA-SM
Elevated Field	Silver	90	110	100	90	110	100	—	BA197-GA-SM
Lightning Gate	Copper	110	80	60	90	120	140	Each Ventus and Haos Bakugan gains +100 G-Power.	BA185-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Uneven Bump	Red	If your Bakugan's attribute is different than opponent's, your Bakugan gains +50 G-Power.	BA187-AB-SM
With Darkness	Green	During a battle; +100 G-Power if your enemy is Aquos, Subterra, or Haos.	BA287-AB-SM
Dark Growth	Blue	During a battle; +80 G-Power.	BA231-AB-SM

Normal Deck Strategy

There are only two things that you need to worry about when fighting Shun's Normal Deck 1. The first is his Skyress Bakugan. Do not fight Skyress on any of Shun's Gate Cards, and if you fight her on your Gate Cards, be prepared to equalize the Fire Storm Ability Card, which gives Skyress +200 G-Power. If you must fight one of Shun's other Bakugan on his Gate Cards, let him stand on the cards first in case you end up on the Power Drain Gate Card.

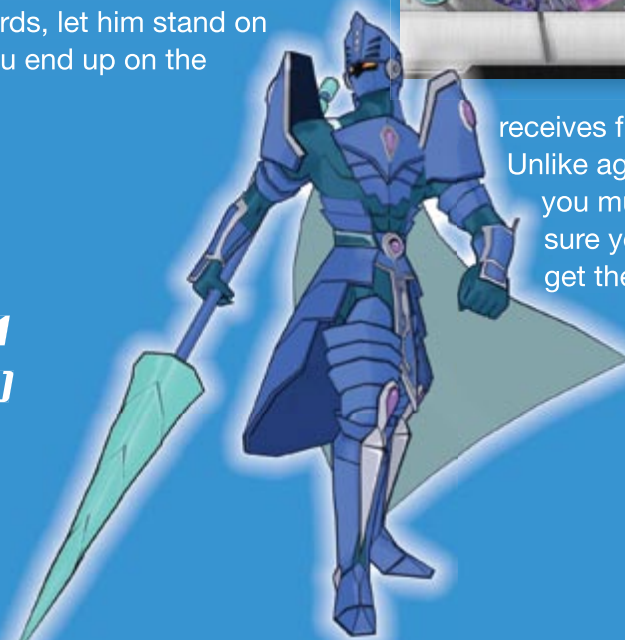


Ventus should be your Bakugan attribute of choice against Shun's Normal Deck 2. These Bakugan prevent Shun from using his Battle Gate Ability Card. Skyress still poses a significant threat in this deck, so avoid fighting her on Shun's Gate Cards and be ready for the +200 G-Power Boost she

receives from the Fire Storm Ability Card. Unlike against Shun's Normal Deck 1, if you must fight on his Gate Cards, make sure you're the first to stand on them to get the bonus from the Tricky Gate card.

Normal Deck 1 Bakugan (Level 6)

- Skyress
- Siege
- Robotallion



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Skyress	Gold	120	150	50	150	160	180	Skyresses get the Gate bonus twice!	VG008-GA-SM
Force Wind	Silver	120	80	20	40	60	140	—	BA198-GA-SM
Power Drain	Copper	110	100	80	70	50	40	The Bakugan who stood on this card first loses half its printed G-Power.	BA264-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Shun's Throw	Red	During a battle; +100 G-Power.	BA160-AB-SM
Fire Storm	Green	Skyress gets +200 G-Power.	VG018-AB-SM
Triangle of Power	Blue	During a battle; + 50 G-Power for each Gate Card you've won.	BA280-AB-SM



Normal Deck 2 Bakugan (Level 6)

- Skyress
- Fear Ripper
- Griffon

Gate Cards

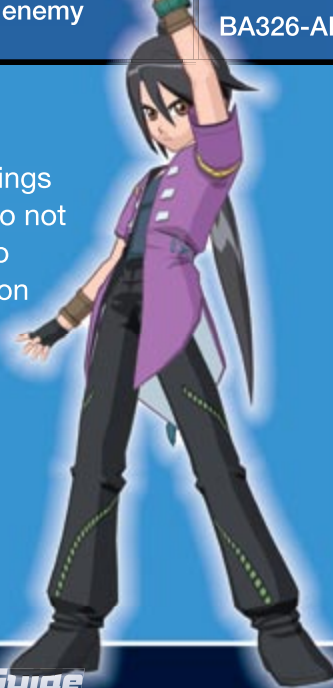
Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Skyress	Gold	120	150	50	150	160	180	Skyresses get the Gate bonus twice!	VG008-GA-SM
Blue Sky	Silver	50	40	40	110	70	150	—	BA299-GA-SM
Tricky Gate	Copper	110	80	60	90	120	140	The Bakugan who stood on this card first gets +200 G-Power.	BA215-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Battle Gate	Red	If your Bakugan's attribute is different than opponent's, your Bakugan gains +100 G-Power.	BA194-AB-SM
Fire Storm	Green	Skyress gets +200 G-Power.	VG018-AB-SM
Gusty Maneuver	Blue	During a battle; +120 G-Power if your enemy has a higher printed G-Power.	BA326-AB-SM

Hard Deck Strategy

The G-Power Swap Gate Card and Storm Skyress are the only things you need to concern yourself with against Shun's Hard Deck 1. Do not fight Storm Skyress on any of Shun's Gate Cards, and be ready to combat the +400 G-Power Boost she receives from the Destruction Meteor Storm Ability Card. If you must fight on Shun's Gate Cards, use the Bakugan with the lowest G-Power in case you get the G-Power Swap Gate Card.





Against Shun's Hard Deck 2, continue to use your weakest Bakugan if you must battle on his Gate Cards. If you stand on his Rising Blow Gate Card you will receive double the G-Power Boost. Try to compose your deck entirely of Ventus Bakugan so Shun cannot use the Shining Nova Ability Card. At the very least, to prevent Shun from using the Ventus and Pyrus Combo Ability Card do not use Pyrus Bakugan. Storm Skyress is still a formidable opponent, having the same G-Power Boosts she had in Shun's Hard Deck 1.



Hard Deck 1

Bakugan (Level 9)

- Storm Skyress
- Monarus
- Fear Ripper

Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Storm Skyress	Gold	110	50	60	90	40	200	Storm Skyresses get the Gate bonus twice!	VG009-GA-SM
Tornado Alley	Silver	170	110	50	50	90	180	—	BA139-GA-SM
G-Power Swap	Copper	70	90	130	130	100	60	The Bakugan have their G-Power swapped.	BA260-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Blow Away	Red	During a battle; +150 G-Power.	VG003-AB-SM
Destruction Meteor Storm	Green	Storm Skyress gets +400 G-Power.	VG019-AB-SM
Circle of Fire	Blue	During a battle on an enemy Gate; +150 G-Power.	BA232-AB-SM



Hard Deck 2

Bakugan (Level 9)

- Storm Skyress
- Monarus
- Laserman



Gate Cards

Name	Color	Pyrus	Aquos	Subterra	Haos	Darkus	Ventus	Rule	Serial Number
Storm Skyress	Gold	110	50	60	90	40	200	Storm Skyresses get the Gate bonus twice!	VG009-GA-SM
Sand Storm	Silver	110	80	110	50	20	170	—	BA200-GA-SM
Rising Blow	Copper	110	100	80	70	50	40	The Bakugan with the lowest printed G-Power has its G-Power Boost doubled.	BA213-GA-SM

Ability Cards

Name	Color	Rule	Serial Number
Shining Nova	Red	If your Bakugan's attribute is different than your opponent's, your Bakugan gains +150 G-Power.	VG007-AB-SM
Destruction Meteor Storm	Green	Storm Skyress gets +400 G-Power.	VG019-AB-SM
Ventus and Pyrus Combo	Blue	If your opponent's Bakugan is Pyrus and your Bakugan is Ventus, your Bakugan gets +200 G-Power.	VG039-AB-SM

BATTLEFIELDS

BASICS

Difficulty Levels

Each battlefield has three difficulty levels: easy, normal, and hard. The number and placement of items and pick-ups change depending on the difficulty level. At higher levels there are fewer easily accessible items and more pick-ups in out-of-reach or difficult-to-reach areas. On the hard difficulty level, the forcefield surrounding the battlefield is removed.

Routes

All battlefields except Arena and Standard have multiple routes that lead to various pick-ups and hidden passages. Each route is listed as a series of points that are shown on the maps that accompany each battlefield in this chapter. Some routes only work on specific difficulty levels, and each route can lead to a variety of alternatives due to the fact that you can veer off of every route at almost any time. However, the routes listed are the ideal routes to acquire the most important pick-ups.

Pick-Ups

The various pick-ups scattered across the battlefields can aid your Bakugan during the match.



G-Power increases your Bakugan's G-Power.



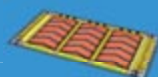
Fuel Canisters increase your Bakugan's steering time.



Hyper Ability Cards have a variety of advantageous effects.

Battlefield Items

Battlefield items litter many of the battlefields. Some allow your Bakugan to reach previously unattainable areas or boost your Bakugan's speed, while others give you special items.



Speed pads give your Bakugan a quick burst of speed.



Trampolines toss your Bakugan high into the air.



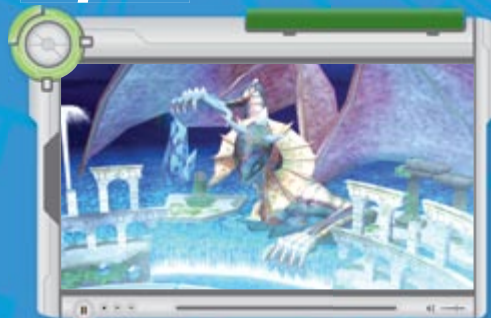
Battle Gems give you items that can be used during battle.





BATTLEFIELDS

Aquos



The Aquos battlefield has a unique slide that runs along its outer edge. It's featured on

all three difficulty settings. There are two different areas of the slide—one that consists primarily of water, and another on the opposite side that is made up of stone. Together, they completely circle the battlefield. Take Route C up the yellow ramp to reach the water slide, and Route D via the trampoline to reach the stone slide. G-Power pick-ups and Hyper Ability Cards can be found along both slides, but once you're on each slide, you may need to move your Bakugan to the left or right to collect them.

Take the Route A trampoline series to reach the platforms hovering above the battlefield. Not all of the aerial platforms house pick-ups, but Route A takes you to the ones that do. On the easy difficulty, Battle Gems block your path along this route and must be destroyed before the route can be properly completed. As the difficulty level increases, fewer obstacles block your path. Travel the route multiple times to remove all of the Battle Gems, then make your way to the Hyper Ability Card on the uppermost aerial platform. From here you can continue the route via the close-by trampoline to reach the G-Power pick-ups above. You can also start Route E to reach the far platform that holds another Hyper Ability Card.

Route B is exclusive to the easy difficulty level and leads to a few G-Power pick-ups. Along this route, if you do not move your Bakugan while in the air, it will land on any Gate Cards that have been placed in the center of the battlefield.

On normal difficulty, the aerial platforms that were vacant on easy now have G-Power pick-ups. The

trampoline at the beginning of Route D is hovering slightly over the battlefield and you must jump to reach it. In addition, Routes A, C, D, and E remain, while Route B is replaced by Routes F, G, and H. All of these new routes begin with the floating bubbles on either side of the battlefield. Route F takes your Bakugan to an aerial platform that holds a G-Power pick-up, then leads to another platform that holds a Hyper Ability Card.

Routes G and H begin on the floating bubbles opposite those of Route F. For Route G you must take the bubbles to the top, land on the aerial platform, then immediately move your Bakugan along the route to the next aerial platform (the same one where Route E begins) or down to the first trampoline in Route H. If you do not move your Bakugan as soon as you reach the first aerial platform, it will stop moving and your turn will be lost. Route H takes the same bubbles as Route G but stops at the trampoline. This leads to the third trampoline in Route A.

On the hard difficulty, there are no longer any trampolines on the bottom level of the battlefield. This removes Route A, but Routes F, G, and H, as introduced in the normal difficulty, remain. The invisible barrier that surrounded the battlefield on the easy and normal difficulties has also been removed. This means you must be careful as you navigate the battlefield. If you fall off anywhere other than the Route C ramp, your turn will come to an end. All of the fuel canisters have also been removed, limiting your ability to move around the battlefield and replenish your Bakugan's energy when it runs low.

NOTE



You can have only one Battlefield Item and Hyper Ability Card at any given time. For Battlefield Items, you keep the one you collected first until you lose it or use it. For Hyper Ability Cards, you have the last card you collected.

Nintendo DS

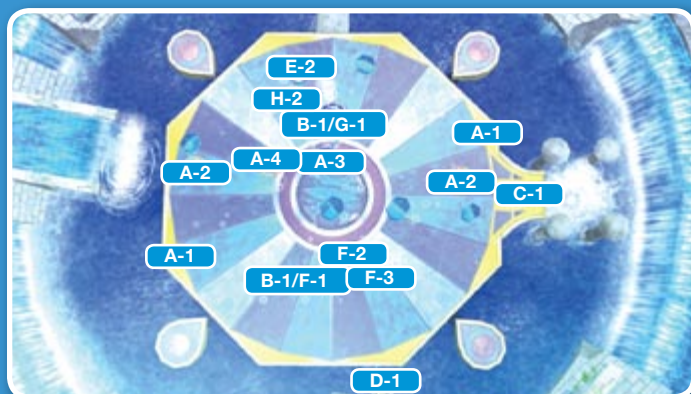


The Nintendo DS version of the Aquos battlefield does not have the floating bubbles or the slides that inhabit the console version. Instead, there are four trampolines around the battlefield that lead to various pick-ups, and a ring of water around the center serves as a stage hazard. Do not enter the ring of water unless your Bakugan has some momentum; otherwise it will be very difficult to escape the water and you will lose your turn. As the difficulty increases, the number of trampolines drops to only two and they lead to aerial trampolines and eventually aerial platforms similar to the console version.

Aquos Maps



Isometric map



Overhead map

Easy Routes

Route A: Trampoline (A-1), Aerial Trampoline (A-2),

Aerial Platform (A-3), Aerial Trampoline (A-4)

Route B: Trampoline (B-1)

Route C: Yellow Ramp (C-1), Water Slide (C-2)

Route D: Trampoline (D-1), Stone Slide (D-2) (not pictured)

Route E: Aerial Platform (A-3), Aerial Platform (E-2)

Normal Routes

Route A: Trampoline (A-1), Aerial Trampoline (A-2), Aerial Platform (A-3), Aerial Trampoline (A-4)

Route C: Yellow Ramp (C-1), Water Slide (C-2)

Route D: Trampoline (D-1), Stone Slide (D-2) (not pictured)

Route E: Aerial Platform (A-3), Aerial Platform (E-2)

Route F: Floating Bubbles (F-1), Aerial Platform (F-2), Aerial Platform (F-3)

Route G: Floating Bubbles (G-1), Aerial Platform (E-2), Aerial Platform (A-3), Aerial Trampoline (A-4)

Route H: Floating Bubbles (G-1), Aerial Trampoline (H-2), Aerial Trampoline (A-4), Aerial Platform (A-3)

Hard Routes

Route C: Yellow Ramp (C-1), Water Slide (C-2)

Route D: Trampoline (D-1), Stone Slide (D-2) (not pictured)

Route E: Aerial Platform (A-3), Aerial Platform (E-2)

Route F: Floating Bubbles (F-1), Aerial Platform (F-2), Aerial Platform (F-3)

Route G: Floating Bubbles (G-1), Aerial Platform (E-2), Aerial Platform (A-3), Aerial Trampoline (A-4)

Route H: Floating Bubbles (G-1), Aerial Trampoline (H-2), Aerial Trampoline (A-4), Aerial Platform (A-3)

Route Pick-Ups

Route	Pick-Ups
A	G-Power, Battle Item, Hyper Ability Card
B	G-Power
C	G-Power, Battle Item, Hyper Ability Card
D	G-Power, Hyper Ability Card
E	Hyper Ability Card
F	G-Power, Hyper Ability Card
G	G-Power, Hyper Ability Card
H	G-Power, Hyper Ability Card



Basics

Battlefields

Ilquos

Subterra

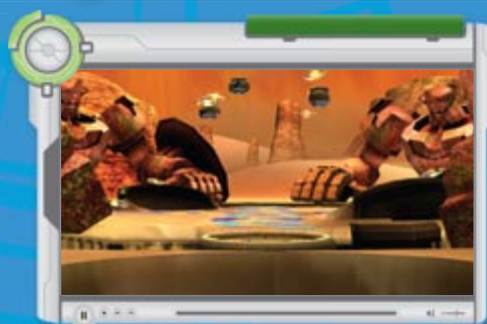
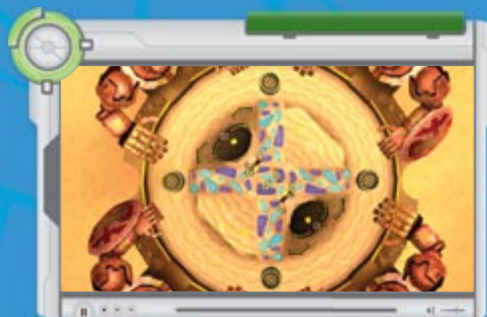
Ventus

Pyros

Haos

Darkus

Subterra



The Subterra battlefield features several speed pads and trampolines, along with large craters on two sides and sand traps on the two sides opposite the craters. Hovering over the

center of the battlefield is a series of small aerial platforms and trampolines. Once you reach this area a skilled player can jump from platform to platform, or onto one of the trampolines, to reach the highest area. Because of this ability, the entire area is considered A-3, and the highest platform is A-4. All of the trampolines on the lowest level reach A-3, but some make the journey easier than others. Just below the A-3 area are multiple Battle Gems that can be reached with your initial throw or as your Bakugan falls from A-3 or A-4. There are no Battle Gems that fall directly in line with any of the designated routes.

Route A begins with the speed pad in front of either crater. Hit the center of the speed pad to propel your Bakugan into the crater and onto the trampoline just above. The trampoline leads to another trampoline in A-3, which leads directly to the aerial platform, A-4. From here you can fall down to A-3 and collect more pick-ups, or drop all the way down to the lowest level of the battlefield to stand on a Gate Card.

Route B starts with the trampolines located in the sand on either side of the battlefield and leads

to A-3. However, unlike from A-2, if you do not hit the trampoline with the proper momentum or from the proper angle, you may miss A-3, or when you reach A-3 you may not be able to make it all the way up to A-4. Once you reach A-3 you can move around the aerial platforms until you get the proper momentum and angle to use a trampoline to reach A-4, but it's more difficult than Route A.

Route C is almost identical to Route B, except that it starts with the trampolines at the very end of the sand traps. To hit these trampolines, you must be near the center of each sand trap, moving at a relatively slow pace. If you're moving too fast, you will fly off the battlefield and lose your turn. If you are off-center, the sand will move you off the battlefield away from the trampoline and you will lose your turn.

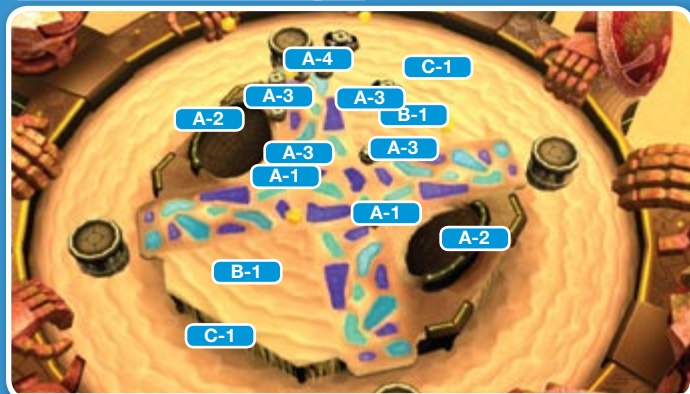
The difference in difficulty on the Subterra battlefield changes the number of items, but all of the routes remain the same, aside from Route C on the hard difficulty. On easy, there are four trampolines at the end of the sand traps, leaving a large margin of error if you enter the sand trap off-center. There are also multiple speed pads that propel Bakugan into the center of the battlefield, assisting you if you're low on fuel. When you move up to normal, the number of trampolines at the end of the sand traps drops to two, and the location of the speed pads makes it slightly more difficult to use them to reach the center of the battlefield. There are also fewer aerial platforms and trampolines in A-3. On hard, the trampolines at the end of each sand trap have been completely removed, the trampoline in the middle of the sand traps now hovers slightly above the battlefield, forcing you to jump to reach it, and the only remaining speed pads are those used to enter the craters. In addition, the number of items in A-3 has decreased significantly and there are fewer Battle Gems around the battlefield.

Nintendo DS

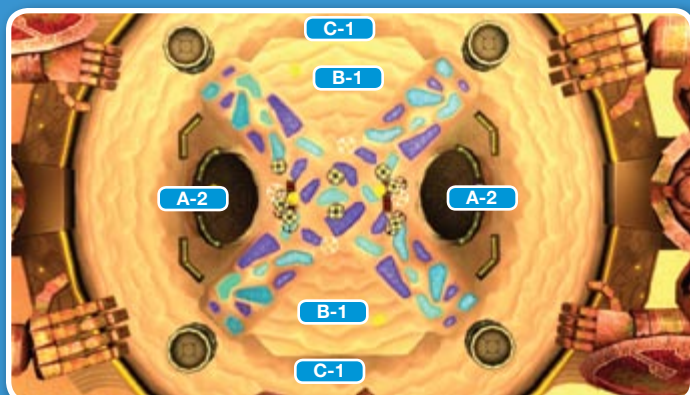


The Nintendo DS version of the Subterra battlefield has similar sand traps, but the craters have been removed. Most of the pick-ups are located inside the sand traps, as well as the trampolines and speed pads that lead to additional pick-ups. The speed pads are linked together to send your Bakugan on a fast ride through the sand traps, collecting all of the pick-ups. On harder difficulty levels the trampolines inside the sand traps lead up to aerial platforms with a speed pad that send your Bakugan toward the center of the battlefield, collecting pick-ups along the way.

Subterra Maps



Isometric map



Overhead map

Easy Routes

Route A: Speed Pad (A-1), Aerial Trampoline (A-2), Aerial Trampoline (A-3), Aerial Platform (A-4)

Route B: Trampoline (B-1), Aerial Trampoline (A-3) or Aerial Platform (A-3), Aerial Platform (A-4)

Route C: Trampoline (C-1), Aerial Trampoline (A-3) or Aerial Platform (A-3), Aerial Platform (A-4)

Normal Routes

Route A: Speed Pad (A-1), Aerial Trampoline (A-2), Aerial Trampoline (A-3), Aerial Platform (A-4)

Route B: Trampoline (B-1), Aerial Trampoline (A-3) or Aerial Platform (A-3), Aerial Platform (A-4)

Route C: Trampoline (C-1), Aerial Trampoline (A-3) or Aerial Platform (A-3), Aerial Platform (A-4)

Hard Routes

Route A: Speed Pad (A-1), Aerial Trampoline (A-2), Aerial Trampoline (A-3), Aerial Platform (A-4)

Route B: Trampoline (B-1), Aerial Trampoline (A-3) or Aerial Platform (A-3), Aerial Platform (A-4)

Route Pick-Ups

Route	Pick-Ups
A	G-Power, Hyper Ability Card
B	G-Power, Hyper Ability Card
C	G-Power, Hyper Ability Card



Basics

Battlefields

Aquos

Subterra

Ventus

Pyros

Hao

Darkus

Ventus



The Ventus battlefield has three main sections: the half-pipes on two opposite sides, vertical wind tunnels on the other two opposite sides that lead to the turbulence rail, and a tornado that moves in a circle around the center of the battlefield. A unique aspect of the Ventus battlefield is that it



moves up and down because the entire thing is floating in midair. This can make it difficult to aim your throws properly because everything within the battlefield (including the aerial platforms) moves as the battlefield moves.

There are speed pads in front of the half-pipes. On easy difficulty, they must be used to reach the trampoline directly above, which leads to a Battle Gem. Hit the center speed pad straight on to ensure you get the proper angle to reach the Battle Gems. Within the half-pipes are G-Power and fuel pick-ups, which can be reached without the aid of the speed pads.

The vertical wind tunnels lead to the turbulence rail, which is full of pick-ups and leads to the three

aerial platforms hovering high above the battlefield. When you enter the small areas that hold the wind tunnels, you must go in at a straight angle. If you hit the sides of the area, you'll be bounced around, making it difficult to get to the wind tunnel. While riding the turbulence rail, move your Bakugan left or right to collect different pick-ups. The aerial platforms contain additional G-Power, as well as Hyper Ability Cards. As you fall from the platforms, you can reach more Battle Gems.



**Aerial
platforms**

On the easy difficulty level, there is no tornado in the center of the battlefield, and fuel can be found in large quantities. On normal difficulty, one tornado circles the battlefield, the trampolines and Battle Gems above the half-pipes have been removed, and there's far less fuel to be found. However, you can still reach the Battle Gems located just below the aerial platforms via the turbulence rail. On hard, the trampoline and Battle Gems above the half-pipes have returned, but now two tornados circle the battlefield, and there's no longer an invisible barrier that prevents Bakugan from falling off the stage.

Nintendo DS

The Nintendo DS version of the Ventus battlefield does not have the half-pipes or the turbulence rail. Instead, four trampolines lead to pick-ups, and wind turbines along the outer edge of the battlefield can lift your Bakugan high into the air if you hit them with enough momentum. There are also speed pads that lead directly into the center of the battlefield. On harder difficulty levels, the trampolines on the lowest level lead to a series of aerial trampolines that eventually lead to aerial platforms. Once on these platforms maneuver to the next visible aerial trampoline to continue collecting pick-ups.



Close-up map

Easy Routes

Route A: Speed Pad (A-1), Half-Pipe (A-2), Aerial Trampoline (A-3)

Route B: Vertical Wind Tunnel (B-1), Turbulence Rail (B-2), Aerial Platforms (B-3)

Normal Routes

Route A: Speed Pad (A-1), Half-Pipe (A-2)

Route B: Vertical Wind Tunnel (B-1), Turbulence Rail (B-2), Aerial Platforms (B-3)

Hard Routes

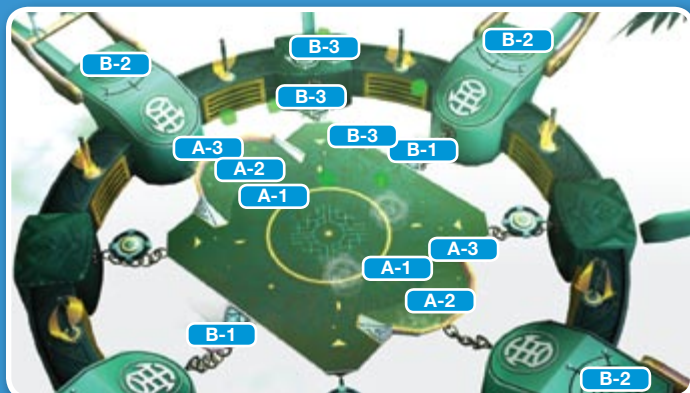
Route A: Speed Pad (A-1), Half-Pipe (A-2), Aerial Trampoline (A-3)

Route B: Vertical Wind Tunnel (B-1), Turbulence Rail (B-2), Aerial Platforms (B-3)

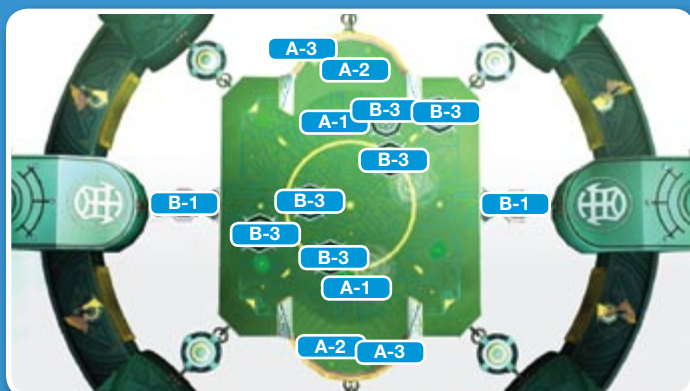
Route Pick-Ups

Route	Pick-Ups
A	G-Power, Fuel, Hyper Ability Card, Battle Gem
B	G-Power, Hyper Ability Card, Battle Gem

Ventus Maps



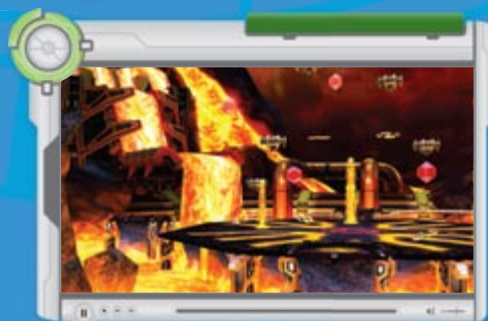
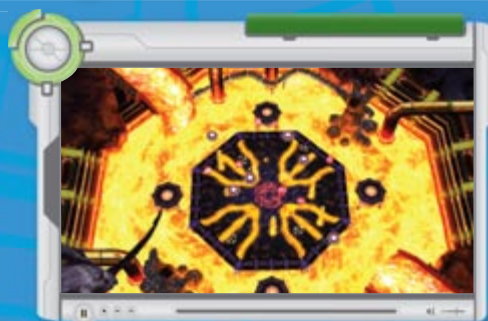
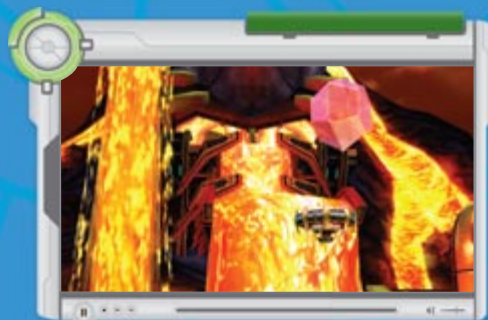
Isometric map



Overhead map



Pyrus



The Pyrus battlefield has only one secret passage. The trampolines that are positioned in front of the large stone claws on two sides of the battlefield lead to two hidden tracks that run through the battlefield. Both tracks are very similar in design. Once in passages, make sure

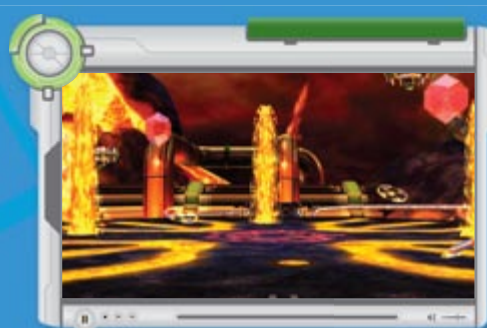
you move your Bakugan to the blue track. If you remain on the purple track, your Bakugan will fall off the battlefield. However, some pick-ups are located at the end of the purple tracks. To obtain these pick-ups you must move your Bakugan from the purple track to the blue track at the last possible moment. At the end of the blue track your Bakugan is launched toward an aerial platform that holds G-Power, and then it drops down to the battlefield.

On the two sides opposite the hidden passages are trampolines that lead to aerial trampolines that take your Bakugan high above the battlefield to the uppermost aerial platform to obtain G-Power. From here you can drop down to the aerial platforms on

either side to find a Hyper Ability Card.

There are Battle Gems and G-Power pick-ups scattered throughout the battlefield. Many of these can be accessed while falling from the uppermost aerial platform or after being launched back to the battlefield at the conclusion of the secret passages' blue tracks. Some of the lower pick-ups can be obtained by throwing your Bakugan toward them.

The lava flows that run through the battlefield should be avoided at all costs. They slow down your Bakugan and drain -5 G-Power with every touch and then again every few seconds if you remain in the lava. They are accompanied by lava spouts on the normal and hard difficulties, which do not drain G-Power but launch your Bakugan high into the air instead. However, these can be used to reach the higher Battle Gems, G-power pick-ups, and aerial platforms if you maneuver well in the air.



**Lava
spouts**

The easy, normal, and hard difficulties do not vary much beyond the addition of the lava spouts and the relocation of a few pick-ups. However, on the hard difficulty level, the trampolines that lead to the hidden passages are slightly elevated and the invisible walls around the battlefield are removed. Not only does the slight elevation of the trampoline make it difficult to reach, but the lack of an invisible barrier behind the trampoline adds the additional threat of falling off the battlefield if you attempt to throw your Bakugan directly at the elevated trampoline. Your best option is to use the lava spouts and fall on the trampolines unless your Bakugan has a Jump rating of 4 or 5.

Nintendo DS

The Nintendo DS version of the Pyrus battlefield features the same hazards as the console version. The main route starts on the trampolines on either end of the battlefield and leads to an aerial ramp. At the end of the aerial ramp is another trampoline that leads up to another ramp with a speed pad, and finally to aerial trampolines in the center of the battlefield that propel your Bakugan upward to additional pick-ups. On harder difficulty settings, the aerial ramps become aerial platforms, making them much harder to navigate. Wait until your Bakugan reaches each aerial platform before you begin move it to the trampoline next to the platforms.



Close-up map

Easy Routes

Route A: Trampoline (A-1), Secret Passage (A-2), Aerial Platform (A-3)

Route B: Trampoline (B-1), Aerial Trampoline (B-2), Aerial Platform (B-3)

Normal Routes

Route A: Trampoline (A-1), Secret Passage (A-2), Aerial Platform (A-3)

Route B: Trampoline (B-1), Aerial Trampoline (B-2), Aerial Platform (B-3)

Hard Routes

Route A: Trampoline (A-1), Secret Passage (A-2), Aerial Platform (A-3)

Route B: Trampoline (B-1), Aerial Trampoline (B-2), Aerial Platform (B-3)

Pyrus Maps



Isometric map



Overhead map

Route Pick-Ups

Route	Pick-Ups
A	G-Power, Battle Item, Hyper Ability Card
B	G-Power, Hyper Ability Card



Haos



The Haos battlefield is one of the more complex battlefields in the game. There are three main routes, with two of them being fairly long. Both of them launch your Bakugan high above the battlefield, giving you

access to additional items and ramps. The giant Tigrerra statues in the background also roar from time to time, which distorts the screen and makes it difficult to navigate. (The Tigrerra roar has no effect on the PlayStation® 2 version.)

Route B is the most basic route in the battlefield. Use one of the two trampolines on the lowest level of the battlefield to reach an aerial trampoline, followed by an aerial platform. This is not the highest platform, but it still allows you to get G-Power pick-ups on the way up and Battle Gems or other pick-ups on the way down.

Route A starts on the speed pads that lead up to a yellow ramp with trampolines at the top. These trampolines take your Bakugan to an aerial trampoline, which leads to a secret passage hidden within the adjacent green ramp. From here your Bakugan is spit out of the Tigrerra statue, high into the air to the highest aerial platform. You must move quickly when you reach this point or else your Bakugan will lose momentum and your turn will be lost. Head to the next platform, then from here you have a variety of options. You can navigate to the aerial trampoline in this same section (or even bypass the last aerial platform and go straight to the trampoline), or you can drop to any of the lower platforms or the green

ramp that holds a G-Power pick-up, which is inaccessible by any other means.

Route C is somewhat similar to Route A. Use the speed pad that leads to the yellow ramp without the trampolines at the top. This takes you to the green ramp behind it, which holds multiple pick-ups. As you fall down the ramp, move your Bakugan to the center to hit the next speed pad, sending you to multiple aerial trampolines until you reach the last two platforms of Route A. At this point you have the same options available as at the end of Route A. There are also a few easily accessible Battle Gems that are relatively low to the ground and can be hit with a throw.

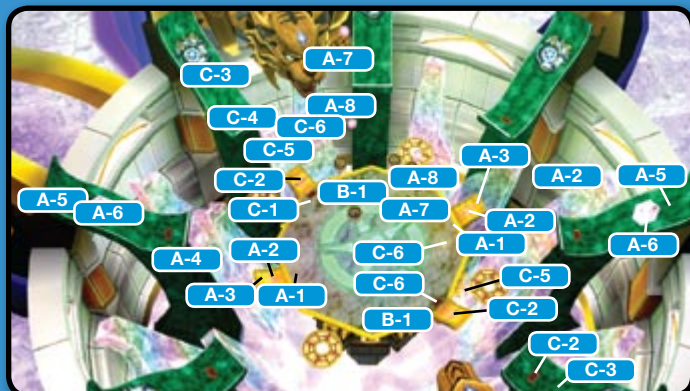
When the difficulty increases, only a few changes are made to the battlefield. On normal difficulty, the speed pads in front of the yellow ramp on Route A are gone, so you must have enough momentum to reach the top of the ramp in order to make it to the secret passage. There are also fewer Battle Gems that are easily accessible with your initial throw, and the area around the A-7 and A-8 aerial platforms has more pick-ups. The hard difficulty removes Route B, taking away the trampolines on the lowest level. All of the lower altitude Battle Gems have also been removed, as well as the trampoline around A-7 and A-8, but more high altitude pick-ups have been added around the area.

Nintendo DS

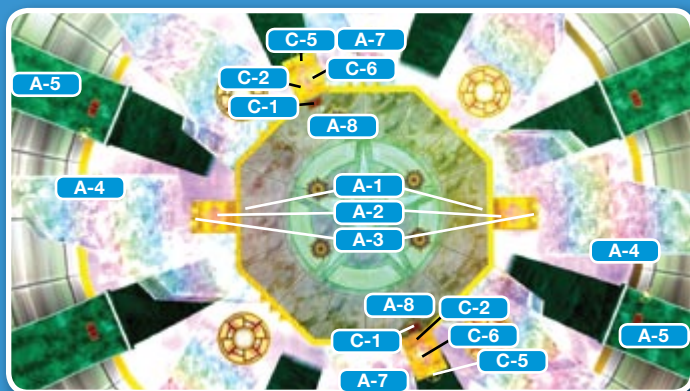


The Nintendo DS version of the Haos battlefield is nearly as complex as the console version. Four trampolines on the lowest level lead to aerial trampolines that lead to most of the pick-ups in the battlefield. Several cubes that hover slightly above the ground will send your Bakugan flying and can potentially lead to additional pick-ups. To replace the secret passage in the console version there are four transparent walls that have a light-orange shimmer. Going through any of these walls will make your Bakugan appear out of a different wall. On higher difficulty levels, there are fewer trampolines on the lowest level, and they lead to a series of aerial trampolines that move your Bakugan through the transparent walls and eventually lead to aerial platforms. Do not maneuver your Bakugan until you reach the aerial platforms, at which point move to the closest visible trampoline to continue to the next set of aerial platforms and more pick-ups.

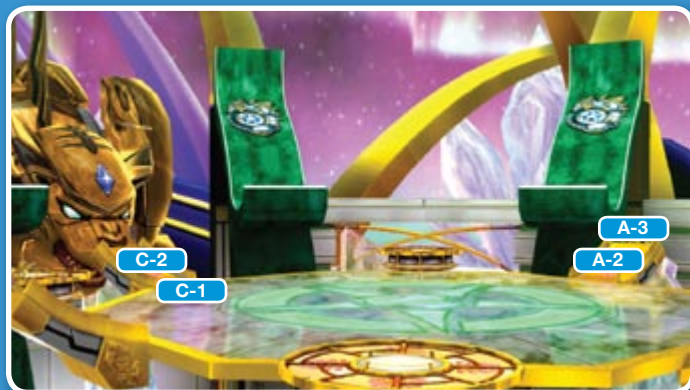
Haos Maps



Isometric map



Overhead map



Close-up map

Easy Routes

Route A: Speed Pad (A-1), Yellow Ramp (A-2), Trampoline (A-3), Aerial Trampoline (A-4), Green Ramp (A-5), Secret Passage (A-6), Aerial Platform (A-7), Aerial Platform (A-8)

Route B: Trampoline (B-1), Aerial Trampoline (B-2) (not pictured), Aerial Platform (B-3) (not pictured)

Route C: Speed Pad (C-1), Yellow Ramp (C-2), Green Ramp (C-3), Speed Pad (C-4), Aerial Trampoline (C-5), Aerial Trampoline (C-6), Aerial Platform (A-7), Aerial Platform (A-8)

Normal Routes

Route A: Speed Pad (A-1), Yellow Ramp (A-2), Trampoline (A-3), Aerial Trampoline (A-4), Green Ramp (A-5), Secret Passage (A-6), Aerial Platform (A-7), Aerial Platform (A-8)

Route B: Trampoline (B-1), Aerial Trampoline (B-2) (not pictured), Aerial Platform (B-3) (not pictured)

Route C: Speed Pad (C-1), Yellow Ramp (C-2), Green Ramp (C-3), Speed Pad (C-4), Aerial Trampoline (C-5), Aerial Trampoline (C-6), Aerial Platform (A-7), Aerial Platform (A-8)

Hard Routes

Route A: Speed Pad (A-1), Yellow Ramp (A-2), Trampoline (A-3), Aerial Trampoline (A-4), Green Ramp (A-5), Secret Passage (A-6), Aerial Platform (A-7), Aerial Platform (A-8)

Route C: Speed Pad (C-1), Yellow Ramp (C-2), Green Ramp (C-3), Speed Pad (C-4), Aerial Trampoline (C-5), Aerial Trampoline (C-6), Aerial Platform (A-7), Aerial Platform (A-8)

Route Pick-Ups

Route	Pick-Ups
A	G-Power, Battle Item, Hyper Ability Card
B	G-Power, Battle Item
C	G-Power, Battle Item, Hyper Ability Card



Darkus

The Darkus battlefield is fairly straightforward compared to some of the other battlefields in the game. There are speed pads on two sides of the battlefield, trampolines on the remaining two sides, and two trampolines near the center.

Route A starts at the trampolines on two sides of the battlefield. These lead into the Hydranoid statues and traverse their tails. Along the way you can move your Bakugan left or right to get as many G-Power pick-ups as possible. At the end of the tail are two aerial platforms high above the battlefield, which hold Hyper Ability Cards and G-Power. You can then navigate to the aerial platform just below for additional G-Power. From here you can hit any of the G-Power or Battle Gem pick-ups on the way down.

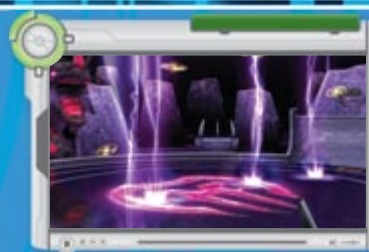


Hydranoid statues

Route B begins with the speed pads along the lowest level of the battlefield. Hit the center of the speed pad to propel your Bakugan up the half-pipe and to the aerial platform just above. Get the Hyper Ability Card on the platform, then drop down to the battlefield and continue to your preferred destination.

Route C is relatively simplistic, starting on the trampolines near the center of the battlefield. These lead to an aerial trampoline and then drop your Bakugan in the center of the battlefield. You can move away from the center as you fall to avoid landing on any Gate Cards if you still want to explore the battlefield before standing.

On normal and hard difficulties, Route C is not available due to the removal of the trampolines near the center of the battlefield. In addition, lightning strikes the battlefield, which causes a -50 G-Power loss if your Bakugan touches a bolt. Watch for the faint flashes of purple light on the ground as a warning before a lightning bolt strikes. On hard the lightning bolts strike more places on the battlefield and appear much more frequently.



Lightning bolts

Nintendo DS



The Nintendo DS version of the Darkus battlefield is relatively barren, with only two trampolines and two speed pads. The trampolines lead to the aerial pick-ups and the speed pads lead into the center of the battlefield. The lightning strikes remain, but everything else from the console version of this battlefield is absent. On harder difficulty settings, the trampolines lead to aerial trampolines and eventually to aerial platforms. You must hit the trampolines on the lowest level head-on in order to successfully reach the aerial trampolines. Once you reach the aerial platforms, move your Bakugan to the adjacent aerial trampoline to continue collecting pick-ups.

Darkus Maps



Isometric map



Close-up map

BATTLEFIELDS

Easy Routes

Route A: Trampoline (A-1), Secret Passage (A-2) (not pictured), Aerial Platform (A-3), Aerial Platform (A-4)

Route B: Speed Pad (B-1), Half-Pipe (B-2), Aerial Platform (B-3)

Route C: Trampoline (C-1), Aerial Trampoline (C-2)

Normal Routes

Route A: Trampoline (A-1), Secret Passage (A-2) (not pictured), Aerial Platform (A-3), Aerial Platform (A-4)

Route B: Speed Pad (B-1), Half-Pipe (B-2), Aerial Platform (B-3), Aerial Trampoline (B-4), Aerial Trampoline (B-5)

Hard Routes

Route A: Trampoline (A-1), Secret Passage (A-2) (not pictured), Aerial Platform (A-3), Aerial Platform (A-4)

Route B: Speed Pad (B-1), Half-Pipe (B-2), Aerial Platform (B-3), Aerial Trampoline (B-4), Aerial Trampoline (B-5)

Route Pick-Ups

Route	Pick-Ups
A	G-Power, Hyper Ability Card
B	G-Power, Fuel, Hyper Ability Card
C	G-Power

Arena



There's nothing unique or special about the Arena battlefield. It has walls along all four sides, with small gaps between each wall.

The only difference between the difficulty levels when playing on the Arena battlefield is that the Hard difficulty removes the barrier. There are no pick-ups or Battle Gems to be found.

Nintendo DS



The Nintendo DS version of the Arena battlefield is almost as empty as the console version except that there are rows of pick-ups that can be easily collected. On higher difficulty settings, speed pads make it harder to reach the pick-ups and trampolines are added that lead to aerial pick-ups. Carefully navigate the speed pads to reach the trampolines and collect the pick-ups before standing on a Gate Card.

Standard



The Standard battlefield is even more barren than the Arena. There are no walls or pick-ups of any kind. Be careful because if you venture too far

from the center of the battlefield your Bakugan will disappear and you'll lose your turn. As with the Arena, there are no differences between the various difficulties on this battlefield.

Nintendo DS



The Nintendo DS version of the Standard battlefield is not barren like the console version. There are no walls, but instead of empty space, there are four trampolines that lead to the only pick-ups on the battlefield. On higher difficulty levels, speed pads lead to trampolines that continue on to multiple aerial trampolines and eventually aerial platforms. Only the two trampolines that are in-line with the speed pads lead to the aerial pick-ups, and after the second aerial trampoline move your Bakugan in the air to make it easier to reach the aerial platforms. The other two trampolines on the lowest level lead to aerial pick-ups and propel your Bakugan toward the Gate Cards in the center of the battlefield.



GENERAL STRATEGIES

General strategies are special tactics that can be applied to almost any situation no matter who you're playing against or the conditions of the match. These are broken up into three categories: General Strategies, Console Strategies, and Nintendo DS Strategies. The *General Strategies* section covers all of the strategies that can be used on both the console and Nintendo DS versions of the game. The *Console Strategies* and *Nintendo DS Strategies* sections cover tactics that relate directly to a specific version of the game.

GENERAL STRATEGIES

Matches



There are three match types in *Bakugan Battle Brawlers*. While all operate with the

same basic rule set, you cannot use the same strategies during all three matches. Each match type requires a unique approach if you wish to maximize your win rate. However, there are important facts to remember concerning all matches. If your deck is subpar compared to your opponent's deck, it will be very difficult to win the match, no matter what kind of strategies you employ.

You should always use a Gate Card if there's a chance no Gate Card will be left on the battlefield before your next turn. If there are no Gate Cards left on the battlefield, every player will have the opportunity to lay down another Gate Card, just

like at the beginning of the match. This takes away any kind of advantage you may have gained from placing a Gate Card before this happened, preventing your opponents from being able to place a Gate Card out of turn.

You can move around the battlefield collecting items so long as your Bakugan's energy is over 50 percent full. Your Bakugan's energy can be regenerated by the battery capsules found scattered around the battlefield, but if you cannot get to one, make sure to get to a Gate Card when you reach the 50 percent point. If you continue to move around the battlefield you risk losing all of your energy, stopping your Bakugan in its tracks and making you lose the turn.

TIP



Conserving Bakugan Points: Upgrades work differently in the Nintendo DS version compared to the console versions. You can save BP by letting your Bakugan level up in battle instead of at the Bakugan Store.

1-on-1



In 1-on-1 matches, the pace of the match is much faster than that of Battle Royale and Tag Team

matches. This is because there are only two competitors, each taking a single turn per cycle. Double Stands become extremely important and are frequent occurrences in 1-on-1 matches.

Start off 1-on-1 matches with a Gate Card that

gives you a significant G-Power Boost over your opponent. It should not be your best Gate Card; save that for later in the match. Every Gate Card in your deck should be useful, so even if you use your worst Gate Card to start the match, it should give you some sort of advantage against your opponent.

After placing the initial Gate Card, if it's your turn first, you have the option of placing a second Gate Card or throwing a Bakugan. You can place a second Gate Card now, but you will not stand on it this turn. If you decide to use a second Gate Card, place it relatively close to your position. This makes it more difficult for your opponent to connect with a Special Shot, Sphere Attack, or Critical K.O. If your turn is not first, you should always place another Gate Card.



Place a second Gate Card close to your position.

The first Bakugan you use depends directly on the initial Gate Card you placed. Your best Gate Card is almost always the Gate Card that corresponds directly with one of your Bakugan, so it should be safe to assume this is not the Gate Card you placed initially. If you used your worst Gate Card, throw your second best Bakugan onto it. If you used your second best Gate Card, throw your worst Bakugan. This strategy makes sure that the first two battles on your Gate Cards give both of your Bakugan relatively equal G-Power Boosts, instead of having a huge boost for one Bakugan and a very small boost for another.

At this point your Bakugan should be standing on your Gate Card, close to the opponent's position. This makes it relatively easy for your opponent to score a Sphere Attack, but there's no way around

that if you plan to do battle on one of your Gate Cards. You should still have the advantage if you have good Gate Cards in your deck, and this should be the only time you stand on a card that's close to your opponent's position.



Double Stands are frequent occurrences in 1-on-1 matches.

Your opponent has two options on their next turn. They can stand on their own Gate Card or challenge your Bakugan and stand on your Gate Card. If they challenge your Bakugan a battle follows that should be in your favor. However, if they choose to stand on their own Gate Card, you have two options on your next turn. You can earn a Double Stand by placing a second Bakugan on your initial Gate Card, or you can use a second Gate Card (if you didn't during your first turn) and place a Bakugan on that. Your best Bakugan and its corresponding Gate Card should still be left in reserve at this point.

If you go for the Double Stand, your opponent should also use a Double Stand at some point during the match, so you should still consider the match even for the time being. If you stand a Bakugan on your other Gate Card, your opponent now has to choose between challenging one of your Bakugan or going for a Double Stand. If they go for a Double Stand, you're even; otherwise you will have the advantage because the battle will take place on your Gate Card.

With one Gate Card remaining, the match should be even, or you should have the advantage. Place your third Gate Card close to your position. This should be your best Gate Card, with the corresponding Bakugan ready to be thrown onto it. If you did not attempt a Double Stand in a



previous turn, you can still do so now. Use your best Bakugan and stand on your weakest card and Bakugan duo for the Double Stand. Your third Gate Card should still be placed because after the Double Stand both Bakugan occupying the card will be available on your next turn.

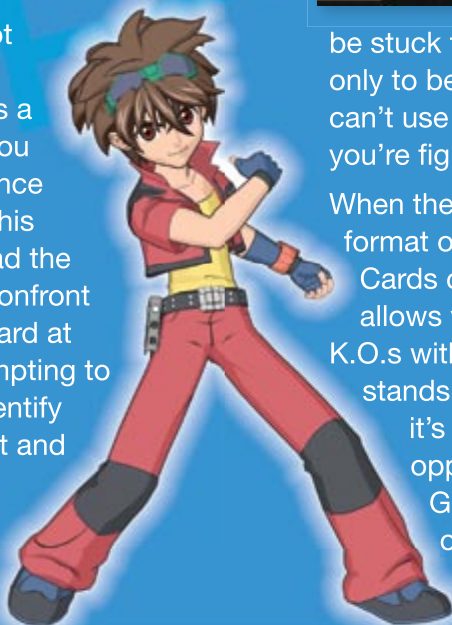


Your third Gate Card should be your strongest, and possibly the one that

corresponds to one of your Bakugan.

If you haven't used a Double Stand yet, you should have one Bakugan on a Gate Card at the most, and possibly a second Gate Card that's currently vacant or occupied by an opponent's Bakugan. If all has gone well you should also have at least two Gate Cards. Place your best Bakugan on its corresponding Gate Card and that should be enough to finish the match.

Throughout the match, you should focus on battling exclusively on your Gate Cards. If you had the first turn, your opponent cannot win using three consecutive Double Stands unless you miss a Double Stand at some point. You should always get the first chance to use a third Double Stand if this situation should arise. If you had the second turn, you will have to confront your opponent on their Gate Card at some point if they're only attempting to win by Double Stand. Try to identify which Bakugan is the strongest and avoid fighting it on one of their Gate Cards if at all possible.



Battle Royale



A Battle Royale match is similar to a 1-on-1 match, except that it's much harder to

limit your battles to only taking place on your Gate Cards. In fact, it's not out of the question for two opposing players to battle on one of your Gate Cards. Double Stands are also much less frequent in Battle Royale matches because the first player to win three Gate Cards is the winner no matter how many cards the remaining players have.



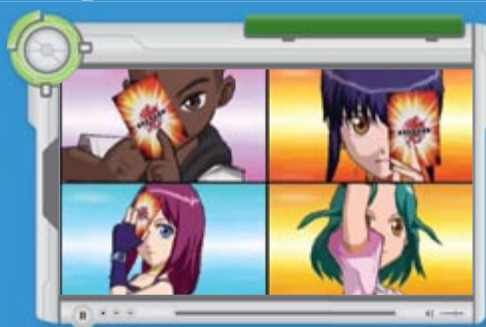
Ability Cards play a much bigger role in Battle Royale matches because of the higher chance that you may not fight on your own Gate Cards. Make sure your deck has the best Ability Cards you can afford and that all of your Bakugan can use at least two of your three Ability Cards. You do not want to

be stuck fighting on an opponent's Gate Card, only to be at a further disadvantage because you can't use your Ability Cards with the Bakugan you're fighting with.

When the match starts, follow the same basic format of the 1-on-1 match. Place as many Gate Cards close to your position as you can. This allows you to use Sphere Attacks and Critical K.O.s with ease. If an opposing player's Bakugan stands on another opposing player's Gate Card, it's usually better to battle on that card as opposed to battling on the opponent's own Gate Card. This is especially true if the owner of the Gate Card is using the same attribute as you.

After the first two turn cycles, pay close attention to the number of Gate Cards each of your opponents has obtained. If anyone has two Gate Cards when it's your turn, you must attack that opponent's Bakugan. If you do not, you risk having the match decided by a battle you're not involved in.

Tag Team

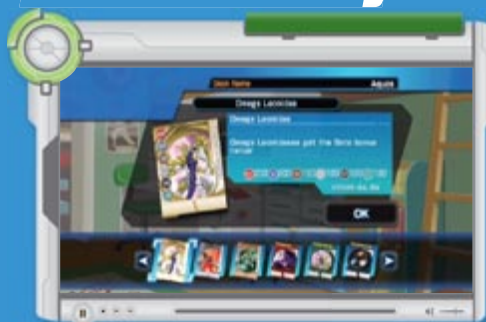


Tag Team matches are essentially 1-on-1 matches with two people on a team instead of

one, and should be played almost exactly the same as 1-on-1 matches. The primary difference comes in the form of changing your Gate Cards so that they benefit your teammate as well as yourself. If both players on a team use this tactic, you will have double the number of Gate Cards geared toward your benefit.

It is most important to remember that you cannot earn a Double Stand on a card your teammate is currently occupying. If you attempt to do so, you will lose the turn. Double Stands will occur more frequently than in Battle Royale matches, but less frequently than in 1-on-1 matches. Keep a close eye on which cards your opponents' Bakugan are standing on in order to prevent them from getting easy Double Stand victories.

Deck Building



As you progress through Story Mode your deck is constantly evolving. When you

have completed Story Mode, your deck continues to evolve as you unlock all of the Bakugan and cards. Once everything has been unlocked, you will still need to have multiple decks ready to go, determined by the skill and attribute of your opponent.

Bakugan



The Bakugan in your deck should be the most powerful Bakugan available in the

attributes of your choice. The Bakugan in your active deck when you first begin the game will not be the same Bakugan in your active deck at the end of the game. This is mainly because each Bakugan has different initial stats, and as you move through Story Mode, the Bakugan you unlock have higher initial stats. It's simply impossible to upgrade a Bakugan purchased at the beginning of the game to match an upgraded Bakugan that became available at the end of the game. The only possible exception to this is Leonidas, but in most cases even he will not be your most powerful Bakugan when all is said and done.

Gold Gate Cards



Your deck should always consist of a Gold Gate Card that corresponds with your most

powerful Bakugan, or a Gold Gate Card that provides the best G-Power Boost for one of the Bakugan in your deck. There are times when the



Gate Card for your most powerful Bakugan is not the best Gate Card available, or when the Gate Card has not yet been unlocked. This happens more frequently on the Nintendo DS than on the console versions, but it can happen in both.



For example, if a Haos Centipoid is your best Bakugan, but you're fighting against a Darkus user, Centipoid's Gate Card (+90 Darkus, +20 Haos) benefits the Darkus user more than it benefits a Haos Centipoid. Even with the double Gate bonus on the card, a Haos Centipoid would still get a

lower G-Power Boost than any Darkus Bakugan. In this situation it's much better to use a Gate Card that corresponds with a different Bakugan in your deck.

Silver Gate Cards



Silver Gate Cards do not have additional rules governing their G-Power Boosts.

The numbers you see on the card represent the G-Power Boost each Bakugan receives. However, you should not simply look for the highest number to determine the G-Power Boost for your Bakugan's attribute. You must take into account the attribute of your opponent's Bakugan as well. The highest G-Power Boost is calculated by the difference between the boost for your Bakugan's attribute and the boost for your opponent's.



Let's once again assume your Bakugan are primarily Haos, and you are fighting a Darkus user. The Light-Burst Silver Gate Card grants +200 G-Power to Haos and +170 G-Power to Darkus, while the Earthen Mound card is +170 Haos and +110 Darkus. Incorrectly using the highest number

as your guide, the Light-Burst card appears to be superior because it has +200 Haos. Against some other attribute user this would be accurate, but against a Darkus user, your Haos Bakugan will receive +200, but the Darkus user will receive +170. In the end, your Bakugan will only receive +30 G-Power more than your opponent. However, using the Earthen Mound card, Haos receives +60 over Darkus, making it the superior card in this situation.



If you do not know the attribute of your opponent, select a Silver Gate Card that gives you the biggest advantage over most other attributes. You should also make sure that your other cards give you a similar G-Power Boost to ensure that you have multiple ways to get a good G-Power

Boost over your opponent, no matter which attribute they use. Even if they use the same attribute as you, your Ability Cards should be able to give you the advantage.



Copper Gate Cards



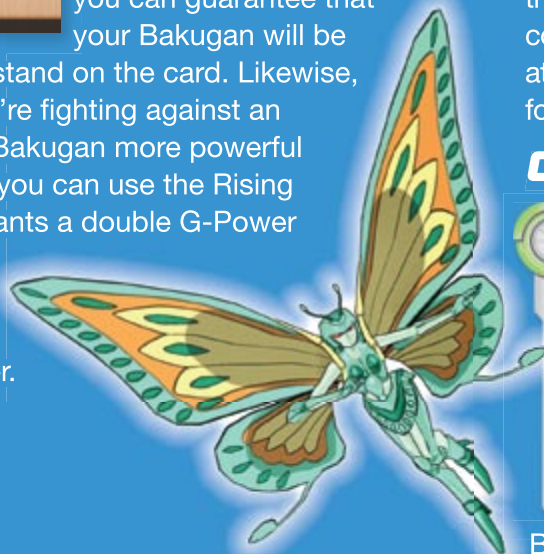
Copper Gate Cards generally have very specific rules governing their G-Power

Boosts. Sometimes the boost is determined by the attribute of the Bakugan in battle, while other times it may be determined by the printed G-Power for each Bakugan, the number of Gate Cards each player has earned, or a number of other variables. You should always use a Copper Gate Card that benefits you in situations you can control, or in situations where you have a lot of knowledge going into the match.



The Quick Strike Copper Gate Card is a good example of this. It gives a G-Power Boost to the Bakugan who stood on the card first. Because you can throw a Bakugan immediately after placing a Gate Card on the battlefield, you can guarantee that your Bakugan will be

the first one to stand on the card. Likewise, if you know you're fighting against an opponent with Bakugan more powerful than your own, you can use the Rising Blow card. It grants a double G-Power Boost to the Bakugan with the lowest printed G-Power.



Red Ability Cards



Most Red Ability Cards grant a G-Power Boost based on the attribute of your Bakugan.

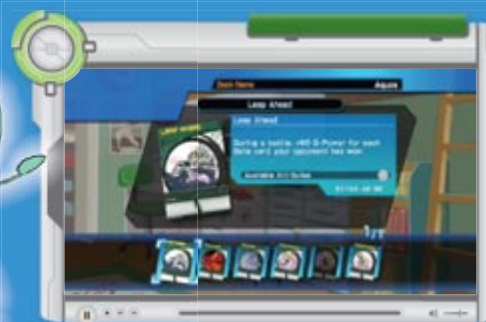
However, most of these cards only work with a single attribute. Only a few work with all Bakugan attributes. While the boost gained won't surpass +150, there are no tricky stipulations to worry about and the issue of selecting the best card is nonexistent; just pick the card that gives your desired attribute the largest boost.



A few Red Ability Cards allow you to select a specific type of battle for the match. Under normal circumstances, the type of battle is determined by the color of the Gate Card. However, using an Ability Card such as Power Surge allows you to force a Shaking Battle on the PlayStation® 3 and the Wii, and a Power Battle on

the PlayStation® 2 and Xbox 360 no matter what the color of the Gate Card you're battling on. If you excel at a specific type of battle, use the Ability Card that forces that battle to give you an advantage.

Green Ability Cards



Green Ability Cards serve one of two functions: They give a big G-Power Boost to a specific

Bakugan or give a G-Power Boost based on



specific rules. In most cases, using a Green Ability Card that gives a big boost to a specific Bakugan is the way to go. This is especially true if you have one of the evolved Bakugan in your deck, because most of the Green Ability Cards associated with evolved Bakugan provide a +400 G-Power Boost.



There are a few instances when it is ideal to use one of the other Green Ability Cards. These cards are very similar to Copper Gate Cards in the rules that govern the G-Power bonus granted to your Bakugan. For example, the Ground Shutdown Ability Card issues a bonus of

+200 G-Power, but only if you're fighting against a Pyrus, Ventus, or Darkus user, and only if the Bakugan you're using is Aquos, Subterra, or Haos. Usually it would be better to use a card that goes with a specific Bakugan, but if you have a deck consisting of three Subterra Bakugan and you know you're fighting against a Pyrus, Ventus, or Darkus user, all three of your Bakugan can use the Ground Shutdown card, while only one Bakugan would be able to use a Bakugan-specific Green Ability Card. If two or three of your Bakugan are outmatched by your opponent's Bakugan, having the option to use an Ability Card on any of your Bakugan should outweigh giving a single Bakugan a G-Power Boost.

Blue Ability Cards



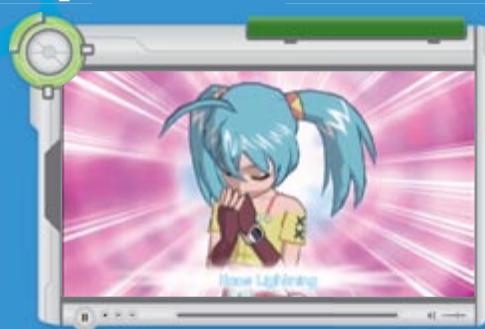
Blue Ability Cards are very similar to the Green Ability Cards that can be used with multiple Bakugan,

except that the rules that govern the G-Power bonus are generally more strict and in most cases the bonuses are higher. Blue Ability Cards are best used if you have Bakugan of different attributes in your deck. For example, the Subterra, Ventus, and Darkus Combo Ability Card grants a +400 G-Power Boost if you have one Subterra, one Ventus, and one Darkus Bakugan in your deck. If you have Subterra and Aquos Bakugan in your deck you can get a +200 boost from the Subterra and Aquos Combo Ability Card.



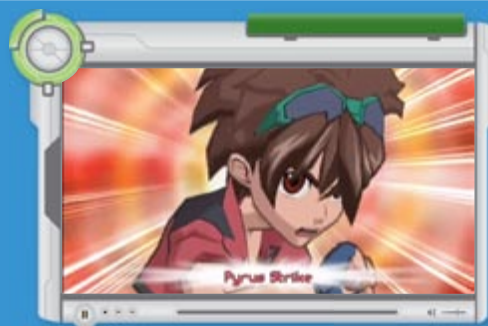
There are also Blue Ability Cards that do not have such stipulations, but may still only work with specific attributes. The G-Power Bump Ability Card provides a +60 G-Power Boost, but only if your Bakugan is Aquos, Haos, or Ventus. Use the best Blue Ability Card that matches the attribute makeup of your deck.

Special Shots



Haos Lightning: The one and only purpose of the Haos Lightning Special Shot is

to build your G-Power as high as possible. You should use it with the Haos Bakugan that has the highest Endurance rating in your deck. Before the throw, make sure you know exactly which card you want to stand on. After the throw, keep your momentum going and move around the battlefield as long as possible. When your Bakugan starts running low on fuel, pick up a fuel canister if any are available on the battlefield. If not, head toward the Gate Card of your choice.



Pyrus Strike: The Pyrus Strike is essentially a powerful Sphere Attack. Use it to drop the

G-Power of your opponent's Bakugan (or score a Critical K.O. on the Nintendo DS). Use your Pyrus Bakugan with the highest Speed rating, and target your opponent's Bakugan with the highest G-Power for best results.



Aquos Spiral: After your throw the Aquos Spiral allows you to steer for a seemingly infinite

amount of time. Use it to collect as many items and pick-ups on the battlefield as possible, and to position your Bakugan on the Gate Card of your choice without having to worry about time constraints.



Subterra Quake: The Subterra Quake should only be used if an opposing Bakugan is already

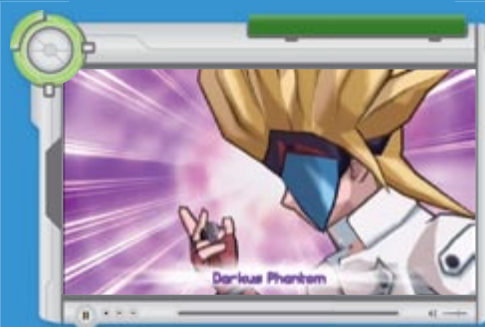
standing on a card. It can be difficult to aim, so it's best to use it when targeting a Gate Card near the center of the battlefield. You only have one chance to connect with the Special Shot. If your Bakugan does not land on a Gate Card, the Subterra Quake will be lost and the Special

Shot will become a normal throw. On the console versions it causes a huge earthquake that reduces the G-Power of other surrounding Bakugan. On the Nintendo DS version it causes an instant Critical K.O.



Ventus Storm: The Ventus Storm gives your Bakugan a wider radius to obtain pick-ups on

the battlefield. Use it with your Ventus Bakugan with the highest Endurance. This gives you the longest opportunity to collect pick-ups.



Darkus Phantom: The Darkus Phantom is both defensive and offensive. If there are no

opposing Bakugan already standing on cards, use this Special Shot to become immune to Sphere Attacks and any other form of interference from other players. If an opposing Bakugan is already standing on a card, stand on the same card or close to the Bakugan on an adjacent card and use the Darkus Phantom to steal G-Power from the nearby enemy Bakugan.

NOTE

The special shots for the DS differ from the console versions in most cases.

[Matches](#) [Deck Building](#) [Special Shots](#)[General Strategies](#)[Console Strategies](#)[Nintendo DS Strategies](#)[Battlefield Items](#)[Throwing](#)[Battles](#)[Hyper Ability Cards](#)

Battlefield Items



Battlefield Items almost always give you a huge advantage in any battle. The only potential exceptions

to this are the G-Power Swap and Big Advantage Battlefield Items. All Battlefield Items, with the exception of Big Advantage and Fickle Finger of Fate, should be used in the last five seconds of a battle. G-Power Booster, G-Power Slow, and Stop the Clock last five seconds and should be used with exactly five seconds remaining in the battle. If you use any of these items earlier than that your opponent may have enough time to recover from the item disadvantage and still win the battle.

The G-Power Swap Battlefield Item only benefits you if your opponent has a higher G-Power at the time of use. If your competitor starts with a significantly higher G-Power, or if the type of battle is one that you are not very good at, then this item can be very useful. It's almost always best to save this item until the last 3–5 seconds of the battle.

The Big Advantage item simply steals any Battlefield Item your opponent currently possesses. This is only effective if your opponent has a Battlefield Item. Otherwise, this item is virtually useless.

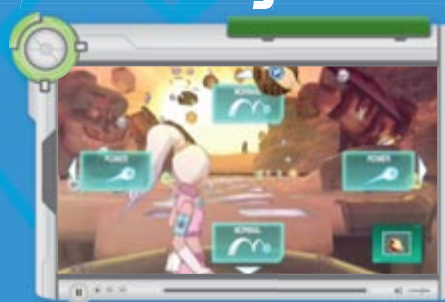
Fickle Finger of Fate is a random item that may or may not benefit you. Against a computer-controlled opponent, in most cases the higher the difficulty level of the match, the more this item will benefit your opponent. However, against a human opponent, this item is extremely random, giving either player the advantage every three seconds. Do not use this item unless you are at a severe G-Power disadvantage at the beginning of the battle. Because the item lasts from the point it's activated until the end of the battle, it's best to use it as early as possible.

NOTE

Battlefield Items don't exist on the DS version. Instead you can use Ability Cards during a battle, and overall there are more Hyper Ability Cards that can be picked up on your throw.

CONSOLE STRATEGIES

Throwing



All of the console versions have two types of throws: normal and power. Power throws should only be

used for Sphere Attacks or if you need to reach a destination far away from your character's position. In most other instances, a normal throw is the best option. On some stages (such as Haos, which features multiple ramps), if your aim isn't very good, use a normal throw to reach distant destinations. On this stage and many others, if you use a power throw and overshoot your target, there's a good chance your Bakugan will fall off the stage and you'll lose your turn.

When using a power throw to execute a Sphere Attack, if you zoom in and aim at the bottom of your Bakugan target, or just below the Bakugan if it's close to your position, your accuracy will be much higher. Likewise, if you're aiming a power throw at a trampoline or some other item that's far away, aim above the target. The distance above the target varies depending on how far away the target is. The farther away, the higher you should aim.

Keep in mind that normal throws bounce significantly more than power throws, especially when you're aiming at a distant target. If it's possible to throw your Bakugan out of the battlefield, aim lower than you normally would to create a smaller bounce.

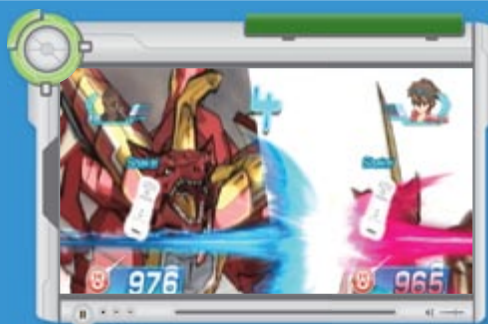
Battles

There are three types of battles in the console version of *Bakugan Battle Brawlers*. Each battle type has three levels of difficulty. The difficulty levels are determined by the number of Gate Cards the leading player or team has won.

Battle Difficulty Chart

Number of Gate Cards Won	Level of Difficulty
0	1
1	2
2	3

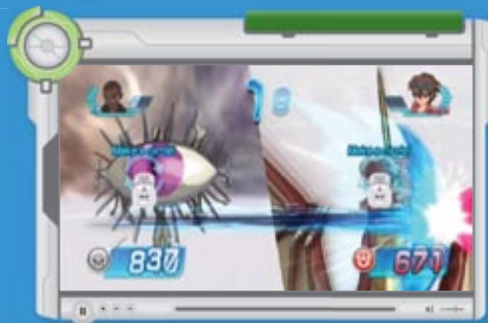
Shaking Battle



Level 1



Level 2



Level 3

Shaking Battles occur on Copper Gate Cards. You must shake the controller as fast as possible to generate G-Power.

Level 1: Shake the controller in any way to generate as much G-Power as possible.

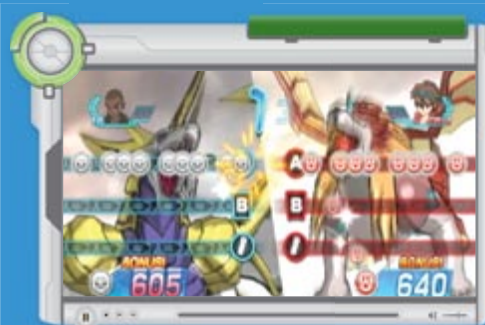
Level 2: At random intervals during the battle, you are instructed to stop shaking the controller. Shaking during this period of time causes a loss of G-Power.

Level 3: You must shake the controller in the specified manner: in a circle, horizontally, or vertically. If you shake incorrectly, you lose G-Power. The on-screen controller flashes red just before the desired shaking method changes.

NOTE

In the Xbox 360 and PlayStation® 2 versions, Shaking Battles are replaced by Power Battles, which are very similar to Shaking Battles except that you must quickly move the sticks side to side or up and down instead of shaking the controller.

Timing Battle



Level 1



Level 2



Level 3

Timing Battles take place on Silver Gate Cards. You must press a specific button in conjunction with the on-screen visual cues. Properly time five hits in a row and you will earn bonus G-Power for each hit thereafter until you miss a hit.

Level 1: Press a single button dictated by the on-screen cues. It is always the same button.

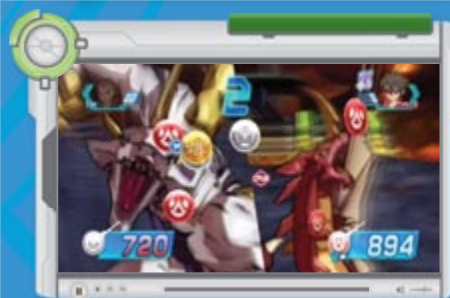
Level 2: Press two buttons dictated by the on-screen cues. It is always the same two buttons, but there are times when you must press both buttons simultaneously instead of one at a time. At the end of this battle, a yellow bar appears after a button, indicating that you must press the desired button rapidly. The faster you press the button, the more G-Power you earn.

Level 3: Press two buttons or move an analog stick/shake the controller as directed by the on-screen cues. It is always the same two buttons, but there are times when you must press both buttons simultaneously instead of one at a time or move the analog stick/shake the controller and press one or two buttons at the same time. At the halfway point and again at the end of this battle, a yellow bar appears after a button or analog movement/shake icon, indicating that you must press the desired button or move the analog stick/shake the controller rapidly. The faster you do this, the more G-Power you earn.

Shooting Battle



Level 1



Level 2



Level 3

Shooting Battles take place on Gold Gate Cards. You must shoot the attribute related to your current Bakugan. Shoot five of the desired attribute symbols in a row and you will earn bonus G-Power for each attribute thereafter until you shoot the wrong attribute.

Level 1: The attribute symbols move at a slow pace and disappear after a relatively long period of time if not shot.

Level 2: More attribute symbols appear on-screen at once and the symbols move faster and stay on the screen for a shorter period of time if not shot. In addition, a gold symbol occasionally appears that gives you G-Power for every attribute on the screen if you shoot it.

Level 3: This is an advanced version of the Level 2 difficulty. The attribute symbols move even faster and are on-screen for an even shorter amount of time. The gold symbol also moves faster, making it harder to hit.

NOTE

The Shooting Battle mechanics differ between the Wii and the other platforms. On the other platforms the symbols do not move, and appear and disappear in a ring. The player does not have a freely moving target reticle as on the Wii, but rather must hold the left stick in the direction of the symbol desired and press R2/RT to shoot.

Hyper Ability Cards

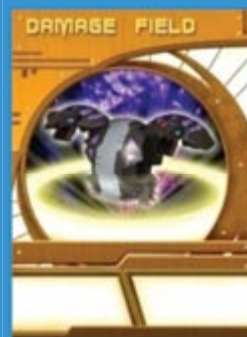
There are six Hyper Ability Cards that serve to protect your Bakugan or disrupt opponents during a player's turn instead of during a battle. The cards appear at random, but some have a higher appearance rate than others.



Barrier: A barrier appears around your Bakugan after you successfully stand on a Gate Card. It is an extremely effective Hyper Ability Card because it prevents your opponents from using Sphere Attacks, offensive Special Shots, or anything else to disrupt your Bakugan.



Confusion: The effects of this Hyper Ability Card do not appear until after your turn, if you stand on a Gate Card. It adds a drastic screen distortion for all of your opponents during their next turn. The distortion makes it extremely difficult to target anything on the battlefield. If you are hit with this effect, aim for your closest Gate Card and limit your movement as much as possible. (This card is not available in the PlayStation® 2 version.)



Damage Field: While this card does not have the defensive properties of the Barrier Hyper Ability Card, it has the ability to lower the G-Power of your opponent's Bakugan by -50 if they roll through or stand within the Damage Field's visual radius.



Jamming: Jamming is similar to Damage Field, except that it lowers the energy of your opponent's Bakugan, and it effects them during a throw instead of after they are standing on a Gate Card. This is very effective if you use it on a Gate Card in the center

of the battlefield or near an important trampoline or other item. The less energy your opponent's Bakugan has, the less time it can spend collecting items and G-Power around the battlefield.



Mirror: This Hyper Ability Card is similar in nature to the Confusion card. If you are able to stand on a Gate Card after collecting this card, it reverses the left and right inputs for all of your opponents during their next turn. It only takes effect during a throw, but makes it difficult to collect items

on the battlefield. If you are hit with this effect, you can attempt to collect items while your Bakugan still has at least half of its energy, but after that point, make your way to a Gate Card.



Stealth: The Stealth Hyper Ability Card is very effective if you stand on a Gate Card near one of your opponent's positions. It makes your Bakugan invisible and does not allow your opponents to see the stats of your Bakugan or target it. Your opponents



can still hit your invisible Bakugan with a Special Shot or Sphere Attack, but it's much more difficult.

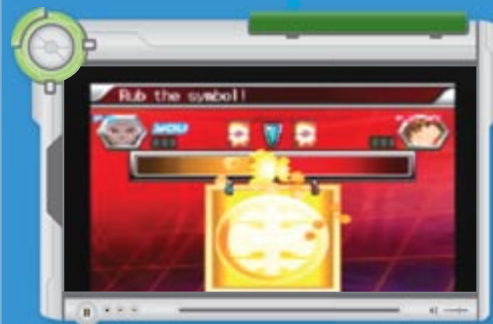
Hyper Ability Card Appearance Rate

Hyper Ability Card	Appearance Rate
Barrier	10%
Confusion	10%
Damage Field	10%
Jamming	25%
Mirror	20%
Stealth	25%

NINTENDO DS STRATEGIES

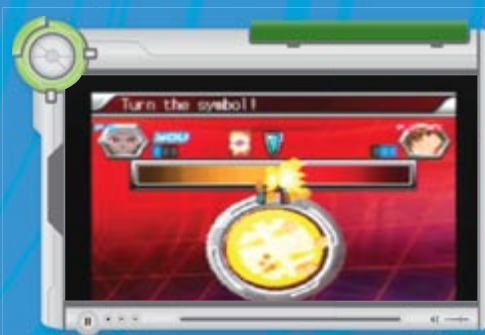
Battles

Battles on the Nintendo DS vary quite a bit from battles on the console versions of *Bakugan Battle Brawlers*. There are six types of battles instead of three, but each battle only has one level instead of the three levels like the console versions. In addition, there are no additional G-Power bonuses for doing well in a battle. However, if you can fill the progress bar that determines who is winning the battle before time is up, you will receive a Perfect, which goes toward your post-match bonuses.



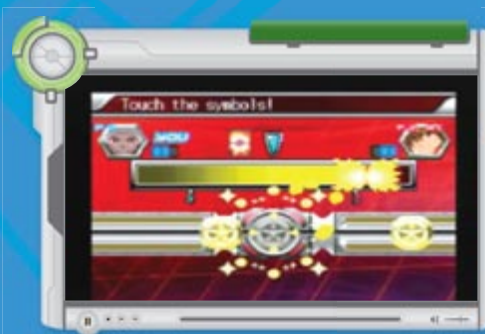
Scratch Battle: The objective in this battle is to rub the symbol on the Touch Screen with the stylus.

The faster you rub the symbol, the more G-Power you'll earn.



Spin Battle: Use circular motions to turn the symbol on the Touch Screen with the stylus. The faster

you turn the symbol, the more G-Power you'll get.



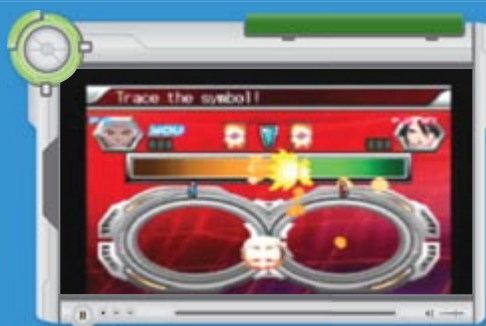
Timing Battle: This battle is similar to the Timing Battle in the console version. Use the stylus

to tap the ring in the center of the Touch Screen as the symbols reach it. The symbols come from both sides.



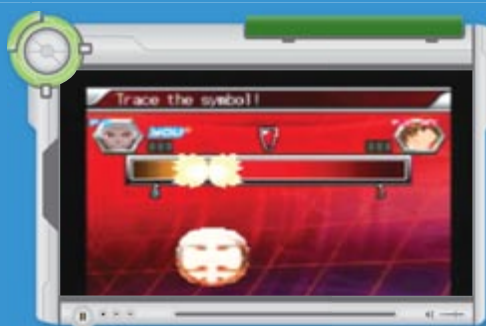
Pop Battle: Tap the attribute symbols that appear on the Touch Screen to gain

G-Power. Each symbol appears only for a short time, so you must move quickly. As you tap one symbol you should already be looking for the next symbol so you know exactly where to move the stylus before you make the move.



Trace Battle: Use the stylus to trace the attribute symbol as it moves in a figure eight around the

Touch Screen. The longer you keep the stylus on the symbol, the more G-Power you gain.

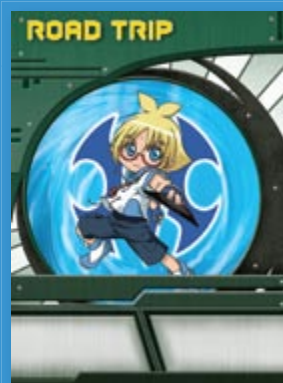


Bound Battle: An attribute symbol moves around the Touch Screen at a rapid

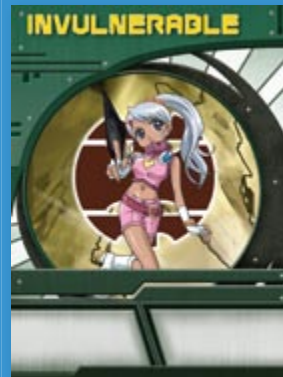
pace. Touch the symbol with the stylus to stop it from moving. Keep the stylus on the symbol and it expands and eventually bursts, giving you G-Power. Another symbol appears after one bursts until the battle comes to an end. Pin down each symbol as quickly as possible to burst as many symbols as you can in the short time frame of the battle.

Hyper Ability Cards

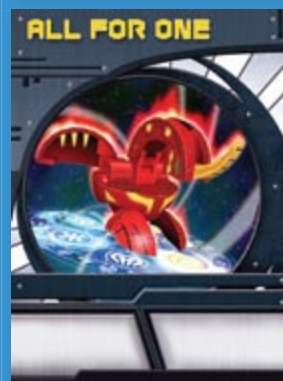
There are multiple Hyper Ability Cards that serve to protect your Bakugan or disrupt opponents during a player's turn instead of during a battle. The number of Hyper Ability cards varies depending on the battlefield. The cards appear at random, but some have a higher appearance rate than others. Unlike the console version, which automatically uses Hyper Ability Cards as soon as your Bakugan stands on a Gate Card, in the Nintendo DS version, you are given a choice of whether or not to use a Hyper Ability Card. Some cards cannot be used in specific situations.



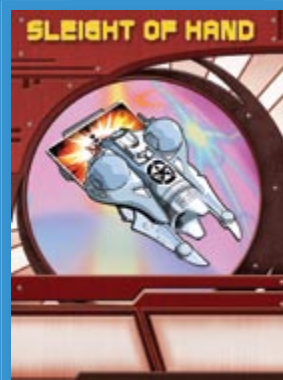
Road Trip: The Road Trip Hyper Ability Card gives you the option to move your Bakugan to a random Gate Card. This is only effective if you stand on an opponent's Gate Card; otherwise you will not need to use this card.



Invulnerable: This Hyper Ability Card is extremely useful if you stand on a Gate Card close to your opponent's position. It makes your Bakugan invincible to all Critical K.O. attempts.



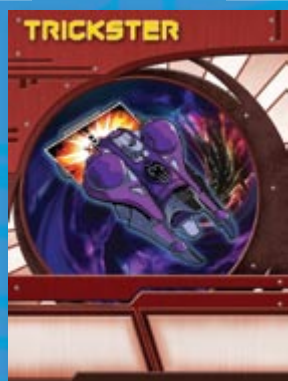
All for One: If you obtain a Hyper Ability Card as you traverse the battlefield, collect as many G-Power Boosts as you can before standing on a Gate Card. If you end up with the All for One card, all of your G-Power Boost pick-ups during that turn are doubled.



Sleight of Hand: This is another useful card if you land on an opponent's Gate Card. It allows you to switch the Gate Card with one of your own as long as you have not used all three of your Gate Cards.

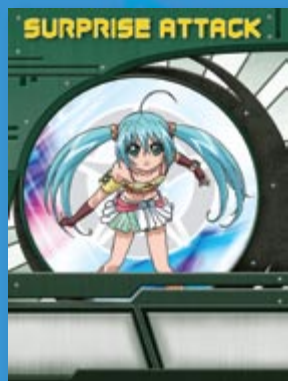


Second Chance: The Second Chance card is only useful if you did not have a good throw, or if you end up on the wrong Gate Card. It allows you to redo your throw.



Trickster: Under most circumstances you won't need to use the Trickster Hyper Ability Card. It allows you to switch the Bakugan you just threw with any other available Bakugan. However, you should not need to do this unless you stand on the wrong Gate Card and

are about to engage in battle against a powerful opponent that your current Bakugan will not be able to defeat.



Surprise Attack: The Surprise Attack card works well if you stand on an empty Gate Card and you know one of your opponent's Bakugan is weaker than the one you're currently using. You can move to the opposing Bakugan's Gate Card and start a battle.



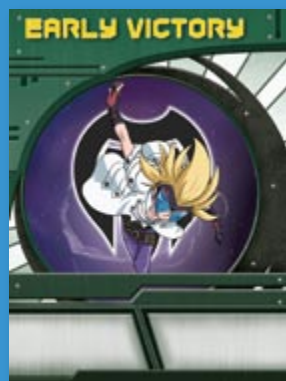
Fill'er Up: This card is arguably the best Hyper Ability Card. It completely fills your Special Shot meter, allowing you to use a Special Shot during your next turn if you have a Bakugan capable of doing so. Bakugan at Level 3 or higher can use Special Shots in the Nintendo DS version, making this card useful early in the game.



Addition: The Addition card doubles the G-Power Boost of collected pick-ups for all Bakugan on the battlefield. This card should only be used if your opponent does not have any Bakugan on the battlefield, or did not pick-up many G-Power Boosts during his or her turn. Otherwise you will be helping your opponent out just as much as you're helping yourself.



Another Throw: This is an extremely useful card that allows you to throw a second Bakugan if you have one available to throw. Depending on the situation, this can result in a Double Stand, or simply give you an advantage by having another Bakugan on the battlefield.



Early Victory: The Early Victory card is very good because it allows you to win a Gate Card without a battle. Simply stand on the card and the victory is yours.



Subtraction: The Subtraction card is the exact opposite of the Addition card. It cancels the G-Power Boost of collected pick-ups for all Bakugan on the battlefield. Use this card if your opponent collected a lot of G-Power pick-ups during a recent turn.





[Basics](#)
[Centignoid](#)
[Cyclonoid](#)
[Dragonoid](#)
[Delta Dragonoid II](#)
[Falconeer](#)
[Fear Ripper](#)
[Fortress](#)
[Gargonoid](#)
[Gorem](#)
[Hammer Gorem](#)
[Griffon](#)
[Harpus](#)
[Hydranoid](#)
[Dual Hydranoid](#)
[Juggernaut](#)
[Laserman](#)
[Leonidas](#)
[Omega Leonidas](#)
[Monarus](#)
[Pregas](#)
[Pregas Angela/Pregas Diablo](#)
[Reaper](#)
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[Tigrerra](#)
[Blade Tigrerra](#)
[Vladitor](#)
[Battle Rx Vladitor](#)

BAKUGAN DATABASE

BASICS

Bakugan Upgrades



All Bakugan are measured by six stats: G-Power, Speed, Defense,

Acceleration, Endurance, and Jump. Each Bakugan can be upgraded nine times, from Level 1 to Level 10. Each stat can be upgraded to a maximum rating of 5, except G-Power, which does not have a limit until the Bakugan reaches Level 10. When a Bakugan reaches Level 10, it can no longer be upgraded unless you choose to reset the Bakugan back to its original state (Level 1). When a Bakugan is reset, all BP used to upgrade it are lost.

TIP

Every G-Power upgrade results in +15 G-Power.

NOTE

In the Nintendo DS version, you cannot upgrade G-Power. Instead, G-Power is increased every time your Bakugan is upgraded or levels up through battle. It increases by +10 when you go up to Level 2 or 3; by +20 when you get to Level 4 or 5; by +30 as you achieve Level 6 or 7; by +40 when you obtain Level 8 or 9; and by +50 when you reach Level 10.

NOTE

Manion, Ravenoid, and Bronze Warius Bakugan and cards are exclusive to specific versions of the game.

Bakugan Stats

Stat	Description
G-Power	Determines the strength of a Bakugan.
Speed	Determines the speed of throwing the Bakugan.
Defense	Determines the defense against Sphere Attacks.
Acceleration	Determines the speed of a Bakugan when steering.
Endurance/Steering	Determines the length of steering.
Jump	Determines the jumping height of a Bakugan.
Control	Determines the accuracy of a throw.
Magnet	Determines how easy it is to stand on a Gate Card.

NOTE

In the Nintendo DS version, Bakugan are measured by G-Power, Speed, Defense, Control, Steering, and Magnet.

Console Upgrade Chart

Level	BP Cost
2	500
3	750
4	1,200
5	2,300
6	3,500
7	5,000
8	7,000
9	10,000
10	15,000

Basics Centipoid Cycloid Dragonoid Delta Dragonoid II Falconeer Fear Ripper Fortress Gargonoid Gorem Hammer Gorem Griffon Harpus
 Hydranoid Dual Hydranoid Juggernaut Laserman Leonidas Omega Leonidas Monarus Preyas Preyas Angelo/Preyas Diablo Reaper Robotallion Saurus
 Serpenoid Siege Sirenoid Skyress Storm Skyress Stinglash Tentaclear Terrorclaw Tigerra Blade Tigerra Vladitor Battle Rx Vladitor

Nintendo DS Upgrade Chart

Bakugan	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Centipoid	1,320	2,640	3,960	5,280	6,600	7,920	9,240	10,560	13,200
Cycloid	16,000	32,000	48,000	64,000	80,000	96,000	112,000	128,000	160,000
Dragonoid	19,200	38,400	57,600	76,800	96,000	115,200	134,400	153,600	192,000
Delta Dragonoid II	26,800	53,600	80,400	107,200	134,000	160,800	187,600	214,400	268,000
Fortress	16,800	33,600	50,400	67,200	84,000	100,800	117,600	134,400	168,000
Falconeer	680	1,360	2,040	2,720	3,400	4,080	4,760	5,440	6,800
Fear Ripper	2,920	5,840	8,760	11,680	14,600	17,520	20,440	23,360	29,200
Gargonoid	1,600	3,200	4,800	6,400	8,000	9,600	11,200	12,800	16,000
Gorem	19,200	38,400	57,600	76,800	96,000	115,200	134,400	153,600	192,000
Hammer Gorem	24,800	49,600	74,400	99,200	124,000	148,800	173,600	198,400	248,000
Griffon	4,800	9,600	14,400	19,200	24,000	28,800	33,600	38,400	48,000
Harpus	16,000	32,000	48,000	64,000	80,000	96,000	112,000	128,000	160,000
Hydranoid	22,800	45,600	68,400	91,200	114,000	136,800	159,600	182,400	228,000
Dual Hydranoid	28,800	57,600	86,400	115,200	144,000	172,800	201,600	230,400	288,000
Juggernaut	480	960	1,440	1,920	2,400	2,880	3,360	3,840	4,800
Laserman	12,400	24,800	37,200	49,600	62,000	74,400	86,800	99,200	124,000
Leonidas	—	—	12,000	16,000	20,000	24,000	28,000	32,000	40,000
Leonidas (post-Story Mode)	20,000	40,000	60,000	80,000	100,000	120,000	140,000	160,000	200,000
Omega Leonidas	32,000	64,000	96,000	128,000	160,000	192,000	224,000	256,000	320,000
Monarus	5,280	10,560	15,840	21,120	26,400	31,680	36,960	42,240	52,800
Preyas	17,600	35,200	52,800	70,400	88,000	105,600	123,200	140,800	176,000
Preyas II	23,200	46,400	69,600	92,800	116,000	139,200	162,400	185,600	232,000
Reaper	15,200	30,400	45,600	60,800	76,000	91,200	106,400	121,600	152,000
Robotallion	480	960	1,440	1,920	2,400	2,880	3,360	3,840	4,800
Saurus	520	1,040	1,560	2,080	2,600	3,120	3,640	4,160	5,200
Serpenoid	440	880	1,320	1,760	2,200	2,640	3,080	3,520	4,400
Siege	3,240	6,480	9,720	12,960	16,200	19,440	22,680	25,920	32,400
Sirenoid	16,800	33,600	50,400	67,200	84,000	100,800	117,600	134,400	168,000
Skyress	19,200	38,400	57,600	76,800	96,000	115,200	134,400	153,600	192,000
Storm Skyress	26,800	53,600	80,400	107,200	134,000	160,800	187,600	214,400	268,000
Stinglash	1,280	2,560	3,840	5,120	6,400	7,680	8,960	10,240	12,800
Tentaclear	16,000	32,000	48,000	64,000	80,000	96,000	112,000	128,000	160,000
Terrorclaw	7,040	14,080	21,120	28,160	35,200	42,240	49,280	56,320	70,400



[Basics](#)
[Centignoid](#)
[Cyclonid](#)
[Dragonoid](#)
[Delta Dragonoid II](#)
[Falconeer](#)
[Fear Ripper](#)
[Fortress](#)
[Gargonoid](#)
[Gorem](#)
[Hammer Gorem](#)
[Griffon](#)
[Harpus](#)
[Hydranoid](#)
[Dual Hydranoid](#)
[Juggernaut](#)
[Laserman](#)
[Leonidas](#)
[Omega Leonidas](#)
[Monarus](#)
[Pregas](#)
[Pregas Angelo/Pregas Diablo](#)
[Reaper](#)
[Robotallion](#)
[Saurus](#)
[Serpennoid](#)
[Siege](#)
[Sirenoid](#)
[Skypress](#)
[Storm Skypress](#)
[Stinglash](#)
[Tentaclear](#)
[Terrorclaw](#)
[Tigrerra](#)
[Blade Tigrerra](#)
[Vladitor](#)
[Battle Ax Vladitor](#)

Nintendo DS Upgrade Chart (continued)

Bakugan	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Tigrerra	17,600	35,200	52,800	70,400	88,000	105,600	123,200	140,800	176,000
Blade Tigrerra	24,800	49,600	74,400	99,200	124,000	148,800	173,600	198,400	248,000
Vladitor	21,600	43,200	64,800	86,400	108,000	129,600	151,200	172,800	216,000
Battle Ax Vladitor	33,600	67,200	100,800	134,400	168,000	201,600	235,200	268,800	336,000

NOTE

In the Nintendo DS version, Bakugan earn Experience Points during battle. The price of each upgrade is lowered depending on how many Experience Points each Bakugan has earned. The prices listed in the chart are the highest possible price for each upgrade if no Experience Points have been earned. It is also possible to level up your Bakugan through Experience Points pick-ups on the battlefield.

NOTE

In the Nintendo DS version, every time you purchase a new Bakugan from the store, you can upgrade a single stat one time. This does not affect the level of your Bakugan and you are not charged for the upgrade.

NOTE

In the Nintendo DS version, the price of upgrading Leonidas changes after completing Story Mode.

Upgrade Progression

Each Bakugan has a recommended upgrade progression for console and Nintendo DS. However, the progression of your upgrades depends on the attribute of your Bakugan, how strong the rest of your deck is, including your other Bakugan, Gate Cards, and Ability Cards, as well as the battlefield you're playing on. Because of these variables, the recommended progression assumes all other factors are equal and takes into consideration the attribute of the Bakugan (or lack thereof for Bakugan of multiple attributes), the store cost value, and the difficulty of your opponents at the time you can unlock them. Many of the Bakugan you acquire at the beginning of the game will not be useful toward the end of Story Mode because their starting stats are so low.

Bakugan of specific attributes benefit more from some stats compared to others. In most cases you should focus on these stats before others. It is also important to have a Magnet stat of at least 3 on the Nintendo DS version to make it easier to stand on cards.

Recommended Progression by Attribute (Console)



Pyrus: Pyrus Bakugan are very good at Sphere Attacks. Focus on upgrading Speed to give their powerful Sphere Attacks an extra boost and you'll see a plethora of Critical K.O.s, making every match significantly easier if you have good aim.

Basics Centipoid Cycloid Dragonoid Delta Dragonoid II Falconeer Fear Ripper Fortress Gargonoid Gorem Hammer Gorem Griffin Harpus
Hydranoid Dual Hydranoid Juggernaut Laserman Leonidas Omega Leonidas Monarus Pregas Pregas Angelo/Pregas Diablo Reaper Robotallion Saurus
Serpennoid Siege Sirenoid Skyress Storm Skyress Stinglash Tentaclear Terrordaw Tigerra Blade Tigerra Vladitor Battle Rx Vladitor



Aquos: Aquos are the easiest Bakugan to steer around battlefields. Focus on their Acceleration and Endurance to give them maximum maneuverability so you can collect as many pick-ups and Battlefield Items as possible.



Subterra: Subterra Bakugan have a Special Shot that damages opposing Bakugan upon standing on a card. Because of this ability, your focus should be to make sure your Bakugan is the last one to stand on a card before battle. Therefore, Defense is not as important because you should rarely be vulnerable to Sphere Attacks, and Endurance should be a focus to give you the maximum amount of time to reach a Gate Card.



Haos: Haos Bakugan should have a high Endurance stat to maximize the potential of their Special Shot. With maximum Endurance you can create huge G-Power stats if you move around the battlefield as much as possible and collect as many G-Power pick-ups as possible before standing on a Gate Card. You can also focus on G-Power to give them an additional boost.



Darkus: Many of the Ability Cards that are associated with Darkus Bakugan are designed to give you a significant advantage in battle. This makes Battlefield Items and G-Power pick-ups somewhat less important. Defense is also less important because their Special Shot nullifies Sphere Attacks. Focus on G-Power and Endurance stats to give your Darkus Bakugan the biggest possible advantage.



Ventus: The Ventus Storm Special Shot makes it very easy for Ventus Bakugan to collect Battlefield Items and pick-ups. Increase their Endurance and Acceleration to give them as much time as possible as they scour the battlefield.

NOTE

In the Nintendo DS version, Steering is the equivalent of Endurance, and Control should be important if you have difficulty aiming your throws.

World Ranking, Titles, and Awards



World
Ranking
chart



World
Ranking
title



Awards

Some Bakugan cannot be unlocked until you have earned a specific World Ranking title, based on your current World Rank. This ranking is determined by the number of Ranking Points you have obtained. Ranking Points are earned based



[Basics](#)
[Centigoid](#)
[Cycloid](#)
[Dragonoid](#)
[Delta Dragonoid II](#)
[Falconeer](#)
[Fear Ripper](#)
[Fortress](#)
[Gargonoid](#)
[Gorem](#)
[Hammer Gorem](#)
[Griffon](#)
[Harpus](#)
[Hydranoid](#)
[Dual Hydranoid](#)
[Juggernaut](#)
[Laserman](#)
[Leonidas](#)
[Omega Leonidas](#)
[Monarus](#)
[Pregas](#)
[Pregas Angela/Pregas Diablo](#)
[Reaper](#)
[Robotallion](#)
[Saurus](#)
[Serpentoid](#)
[Siege](#)
[Sirenoid](#)
[Skypress](#)
[Storm Skypress](#)
[Stinglash](#)
[Tentaclear](#)
[Terrorclaw](#)
[Tigerra](#)
[Blade Tigerra](#)
[Vladitor](#)
[Battle Rx Vladitor](#)

on the number of Bakugan Points awarded after winning a match. Awards are earned by winning tournaments and completing specific Park Goals. You also earn significantly more Ranking Points from winning tournaments compared to winning individual matches.

Awards Chart

Award	How to Unlock
Gold Medal	Complete the Neo Challengers Tournament.
Aquos Crest	Complete the Supreme Tag Team Tournament.
Subterra Crest	Complete the Brave Battlers Tournament.
Ventus Crest	Complete the Maximum Power Tournament.
Pyrus Crest	Complete the Bakugan Master Cup Tournament.
Haos Crest	Complete the Ultimate Battle Tournament.
Darkus Crest	Complete Story Mode.
Bakugan Trophy	Become number one in the world rankings.
Crystal Medal	Defeat all challengers in 1-on-1 battles in the Park.
Card Shield	Collect all cards.
Bakugan Shield	Collect all Bakugan, with at least one attribute of each.

NOTE

There is no Bakugan Trophy in the Nintendo DS version, and the Crystal Medal is awarded for becoming ranked number one. You cannot collect the Crystal Medal award until Marduk has appeared in the World Rankings.

World Ranking Title Chart

Title	How to Unlock
Rookie	You begin the game with this title.
Beginner	Rank within the top 500.
Intermediate	Rank within the top 100.
Advanced	Rank within the top 30.
Bakugan Pro	Rank within the top 10.
Bakugan Master	Rank within the top three.
Bakugan Emperor	Complete Story Mode and become ranked number one.
Ultimate Brawler	Collect all awards.

NOTE

When an unlocking requirement states you must obtain a specific Bakugan, you must purchase this Bakugan from the store, but it does not have to be active in your deck.

NOTE

When unlocking Bakugan that require obtaining a specific Bakugan or completing Story Mode in addition to defeating a character in the Park, you must defeat the character in the Park after completing all other requirements.

CENTIPOID

- **Attribute:** All
- **Store Price (Console):** 4,000
- **Store Price (Nintendo DS):** 3,300

Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
240	1	5	4	2	1

Recommended Upgrade Progression (Console)

- | | | |
|------------|--------------|------------|
| 1. G-Power | 4. Endurance | 7. Defense |
| 2. Speed | 5. G-Power | 8. G-Power |
| 3. Speed | 6. Jump | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
240	1	2	1	1	1

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|-------------|------------|-------------|
| 1. Magnet | 4. Magnet | 7. Defense |
| 2. Control | 5. Magnet | 8. Defense |
| 3. Steering | 6. Control | 9. Steering |

Unlock Conditions

Console: Complete the second battle at Neo Challengers Tournament.

Nintendo DS: Complete the Neo Challengers Tournament.





[Basics](#)
[Centignoid](#)
[Cycloid](#)
[Dragonoid](#)
[Delta Dragonoid II](#)
[Falconeer](#)
[Fear Ripper](#)
[Fortress](#)
[Gargonoid](#)
[Gorem](#)
[Hammer Gorem](#)
[Griffon](#)
[Harpus](#)
[Hydranoid](#)
[Dual Hydranoid](#)
[Juggernaut](#)
[Laserman](#)
[Leonidas](#)
[Omega Leonidas](#)
[Monarus](#)
[Pregas](#)
[Pregas Angela/Pregas Diablo](#)
[Reaper](#)
[Robotallion](#)
[Saurus](#)
[Serpennoid](#)
[Siege](#)
[Sirennoid](#)
[Skypress](#)
[Storm Skypress](#)
[Stinglash](#)
[Tentaclear](#)
[Terrordaw](#)
[Tigterra](#)
[Blade Tigterra](#)
[Vladitor](#)
[Battle Rx Vladitor](#)

CYCLOID

- **Attribute:** Subterra
- **Store Price (Console):** 30,000
- **Store Price (Nintendo DS):** 40,000



Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
370	4	3	4	2	1

Recommended Upgrade Progression (Console)

- | | | |
|--------------|--------------|------------|
| 1. Endurance | 4. Endurance | 7. G-Power |
| 2. Defense | 5. G-Power | 8. G-Power |
| 3. Defense | 6. G-Power | 9. Jump |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
390	2	4	2	1	3

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|-------------|------------|-------------|
| 1. Magnet | 4. Magnet | 7. Steering |
| 2. Steering | 5. Defense | 8. Steering |
| 3. Control | 6. Control | 9. Steering |

Unlock Conditions

Console: Defeat Billy (Normal or higher) in the Park.

Nintendo DS: Complete the Bakugan Master Cup Tournament, earn the title Bakugan Pro, and team up with Julie to win a Tag Team Battle in the Park against Billy and Komba.

DRAGONOID

Bio

Dragonoid is a gigantic dragon-like creature from Pyrus (the fire world). He is one of the most powerful species of Bakugan. In battle, his power stems from his ability to radiate intense heat from his body, dissolving everything around him. He is the leader of the Bakugan; a true

knight with strong convictions and a deep friendship with Dan.

- **Attribute:** Pyrus
- **Store Price (Console):** 20,000
- **Store Price (Nintendo DS):** 48,000



[Basics](#)
[Centipoid](#)
[Cycloid](#)
[Dragonoid](#)
[Delta Dragonoid II](#)
[Falconeer](#)
[Fear Ripper](#)
[Fortress](#)
[Gargonoid](#)
[Gorem](#)
[Hammer Gorem](#)
[Griffon](#)
[Harpus](#)
[Hydranoid](#)
[Dual Hydranoid](#)
[Juggernaut](#)
[Laserman](#)
[Leonidas](#)
[Omega Leonidas](#)
[Monarus](#)
[Pregas](#)
[Pregas Angelo/Pregas Diablo](#)
[Reaper](#)
[Robotallion](#)
[Saurus](#)
[Serpennoid](#)
[Siege](#)
[Sirennoid](#)
[Skyress](#)
[Storm Skyress](#)
[Stinglash](#)
[Tentaclear](#)
[Terrordaw](#)
[Tigrerra](#)
[Blade Tigrerra](#)
[Vladitor](#)
[Battle Rx Vladitor](#)

Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
340	2	2	4	1	4

Recommended Upgrade Progression (Console)

- Speed
- Endurance
- Defense
- Speed
- Endurance
- Speed
- Defense
- G-Power
- G-Power

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
400	4	2	2	1	3

Recommended Upgrade Progression (Nintendo DS)

- Speed
- Defense
- Steering
- Magnet
- Control
- Steering
- Defense
- Control
- Steering

Unlock Conditions

Console: Defeat Dan (Normal or higher) in the Park.

Nintendo DS: Complete Story Mode and defeat Dan in a 1-on-1 battle in the Park, using only Pyrus Bakugan.

DELTA DRAGONOID II

Bio

The evolved version of Dragonoid. He is larger and the heat energy he emanates has increased dramatically.

- **Attribute:** Pyrus
- **Store Price (Console):** 30,000
- **Store Price (Nintendo DS):** 67,000

Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
450	4	3	5	1	4





[Basics](#)
[Centignoid](#)
[Cyclonoid](#)
[Dragonoid](#)
[Delta Dragonoid II](#)
[Falconeer](#)
[Fear Ripper](#)
[Fortress](#)
[Gargonoid](#)
[Gorem](#)
[Hammer Gorem](#)
[Griffon](#)
[Harpus](#)
[Hydranoid](#)
[Dual Hydranoid](#)
[Juggernaut](#)
[Laserman](#)
[Leonidas](#)
[Omega Leonidas](#)
[Monarus](#)
[Pregas](#)
[Pregas Angela/Pregas Diablo](#)
[Reaper](#)
[Robotallion](#)
[Saurus](#)
[Serpennoid](#)
[Siege](#)
[Sirenoid](#)
[Skypress](#)
[Storm Skypress](#)
[Stinglash](#)
[Tentaclear](#)
[Terrordaw](#)
[Tigerra](#)
[Blade Tigerra](#)
[Vladitor](#)
[Battle Rx Vladitor](#)

Recommended Upgrade Progression (Console)

- | | | |
|--------------|--------------|--------------|
| 1. Speed | 4. G-Power | 7. Endurance |
| 2. G-Power | 5. Endurance | 8. G-Power |
| 3. Endurance | 6. G-Power | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
500	4	3	3	1	3

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|-------------|-------------|-------------|
| 1. Speed | 4. Magnet | 7. Control |
| 2. Steering | 5. Steering | 8. Steering |
| 3. Magnet | 6. Defense | 9. Magnet |

Unlock Conditions

Console: Complete Story Mode, obtain Dragonoid, and defeat Dan's hard deck in the Park.

Nintendo DS: Earn the title of Bakugan Master; unlock Dragonoid, Fortress, Sirenoid, Cyclonoid, Tentaclear, and Harpus; and defeat Dan, Chan Lee, and Klaus in a Battle Royale in the Park, without using any Pyrus Bakugan.

FALCONEER

- **Attribute:** All
- **Store Price (Console):** 7,000
- **Store Price (Nintendo DS):** 1,700

Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
260	5	1	2	3	4



Recommended Upgrade Progression (Console)

- | | | |
|------------|------------|------------|
| 1. G-Power | 4. G-Power | 7. G-Power |
| 2. G-Power | 5. Defense | 8. G-Power |
| 3. Defense | 6. Defense | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
210	3	1	1	1	2

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|------------|-------------|-------------|
| 1. Magnet | 4. Steering | 7. Defense |
| 2. Magnet | 5. Defense | 8. Steering |
| 3. Control | 6. Control | 9. Magnet |

Unlock Conditions

Console: Available at the beginning of the game.

Nintendo DS: Available at the beginning of the game.

FEAR RIPPER

- **Attribute:** All
- **Store Price (Console):** 9,000
- **Store Price (Nintendo DS):** 7,300



Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
270	4	3	3	3	2

Recommended Upgrade Progression (Console)

- | | | |
|------------|--------------|------------|
| 1. G-Power | 4. Endurance | 7. G-Power |
| 2. G-Power | 5. G-Power | 8. G-Power |
| 3. Defense | 6. Defense | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
270	1	1	1	2	2

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|------------|-------------|------------|
| 1. Magnet | 4. Steering | 7. Magnet |
| 2. Defense | 5. Control | 8. Defense |
| 3. Defense | 6. Steering | 9. Control |



[Basics](#)
[Centignoid](#)
[Cyclonoid](#)
[Dragonoid](#)
[Delta Dragonoid II](#)
[Falcooneer](#)
[Fear Ripper](#)
[Fortress](#)
[Gargonoid](#)
[Gorem](#)
[Hammer Gorem](#)
[Griffon](#)
[Harpus](#)
[Hydranoid](#)
[Dual Hydranoid](#)
[Juggernaut](#)
[Laserman](#)
[Leonidas](#)
[Omega Leonidas](#)
[Monarus](#)
[Pregas](#)
[Pregas Angelo/Pregas Diablo](#)
[Reaper](#)
[Robotallion](#)
[Saurus](#)
[Serpennoid](#)
[Siege](#)
[Sirenoid](#)
[Skypress](#)
[Storm Skypress](#)
[Stinglash](#)
[Tentaclear](#)
[Terrordaw](#)
[Tigterra](#)
[Blade Tigterra](#)
[Vladitor](#)
[Battle Rx Vladitor](#)

Unlock Conditions

Console: Complete the second battle of the Brave Battlers Tournament.

Nintendo DS: Complete the Supreme Tag Team Tournament.

FORTRESS

● **Attribute:** Pyrus

● **Store Price (Console):** 30,000

● **Store Price (Nintendo DS):** 42,000

Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
370	3	4	3	3	2

Recommended Upgrade Progression (Console)

- | | | |
|------------|-----------------|--------------|
| 1. Speed | 4. Endurance | 7. Endurance |
| 2. Speed | 5. Acceleration | 8. G-Power |
| 3. G-Power | 6. G-Power | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
390	3	2	2	2	4

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|-----------|-------------|-------------|
| 1. Speed | 4. Control | 7. Defense |
| 2. Magnet | 5. Steering | 8. Steering |
| 3. Speed | 6. Defense | 9. Steering |

Unlock Conditions

Console: Defeat Chan (Normal or higher) in the Park.

Nintendo DS: Complete the Bakugan Master Cup Tournament, earn the title Bakugan Pro, and team up with Dan to win a Tag Team Battle in the Park against Chan Lee and Klaus.



GARGONOID

- **Attribute:** Aquos, Darkus, Pyrus, Subterra, Ventus
- **Store Price (Console):** 5,000
- **Store Price (Nintendo DS):** 4,000

Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
250	2	4	1	3	4

Recommended Upgrade Progression (Console)

- | | | |
|--------------|-----------------|------------|
| 1. Defense | 4. G-Power | 7. G-Power |
| 2. G-Power | 5. Speed | 8. G-Power |
| 3. Endurance | 6. Acceleration | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
250	1	1	2	2	1

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|------------|-------------|------------|
| 1. Magnet | 5. Steering | 9. Defense |
| 2. Defense | 6. Defense | |
| 3. Magnet | 7. Steering | |
| 4. Control | 8. Magnet | |

Unlock Conditions

Console: Complete the second battle at the Supreme Tag Team Tournament.

Nintendo DS: Complete the Neo Challengers Tournament.





[Basics](#)
[Centigoid](#)
[Cycloid](#)
[Dragonoid](#)
[Delta Dragonoid II](#)
[Falconeer](#)
[Fear Ripper](#)
[Fortress](#)
[Gargonoid](#)
[Gorem](#)
[Hammer Gorem](#)
[Griffon](#)
[Harpus](#)
[Hydranoid](#)
[Dual Hydranoid](#)
[Juggernaut](#)
[Laserman](#)
[Leonidas](#)
[Omega Leonidas](#)
[Monarus](#)
[Pregas](#)
[Pregas Angela/Pregas Diablo](#)
[Reaper](#)
[Robotallion](#)
[Saurus](#)
[Serpennoid](#)
[Siege](#)
[Sirenoid](#)
[Skypress](#)
[Storm Skypress](#)
[Stinglash](#)
[Tentaclear](#)
[Terrordaw](#)
[Tigerra](#)
[Blade Tigerra](#)
[Vladitor](#)
[Battle Rx Vladitor](#)

GOREM

Bio

A Subterra Bakugan. His body is extremely dense and heavy. He wears a large shield and there's nothing on earth that can withstand his power.

- **Attribute:** Subterra
- **Store Price (Console):** 20,000
- **Store Price (Nintendo DS):** 48,000



Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
380	4	4	4	1	1

Recommended Upgrade Progression (Console)

- | | | |
|--------------|--------------|------------|
| 1. Endurance | 4. G-Power | 7. G-Power |
| 2. G-Power | 5. Endurance | 8. G-Power |
| 3. Endurance | 6. G-Power | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
400	3	4	3	1	1

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|-------------|-------------|-------------|
| 1. Magnet | 4. Magnet | 7. Steering |
| 2. Magnet | 5. Steering | 8. Defense |
| 3. Steering | 6. Magnet | 9. Steering |

Unlock Conditions

Console: Defeat Julie (Normal or higher) in the Park.

Nintendo DS: Complete Story Mode and defeat Julie in a 1-on-1 battle in the Park, using only Subterra Bakugan.

HAMMER GOREM

Bio

The evolved version of Gorem. His gigantic body is hardened, and he now carries a hammer in his right hand. He is a truly impressive sight!

- **Attribute:** Subterra
- **Store Price (Console):** 30,000
- **Store Price (Nintendo DS):** 62,000



Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
450	5	5	4	1	1

Recommended Upgrade Progression (Console)

- | | | |
|--------------|------------|------------|
| 1. Endurance | 4. G-Power | 7. G-Power |
| 2. Endurance | 5. G-Power | 8. G-Power |
| 3. G-Power | 6. G-Power | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
500	4	4	3	1	1

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|-------------|-------------|-------------|
| 1. Magnet | 4. Magnet | 7. Steering |
| 2. Magnet | 5. Steering | 8. Defense |
| 3. Steering | 6. Control | 9. Steering |

Unlock Conditions

Console: Complete Story Mode, obtain Gorem, and defeat Julie's hard deck at the Park.

Nintendo DS: Earn the title of Bakugan Master; unlock Gorem, Fortress, Sirenoid, Cycloid, Tentaclear, and Harpus; and defeat Julie, Billy, and Jewls in a Battle Royale in the Park, without using any Subterra Bakugan.



[Basics](#)
[Centipoid](#)
[Cycloid](#)
[Dragonoid](#)
[Delta Dragonoid II](#)
[Falconeer](#)
[Fear Ripper](#)
[Fortress](#)
[Gargonoid](#)
[Gorem](#)
[Hammer Gorem](#)
[Griffon](#)
[Harpos](#)
[Hydranoid](#)
[Dual Hydranoid](#)
[Juggernaut](#)
[Laserman](#)
[Leonidas](#)
[Omega Leonidas](#)
[Monarus](#)
[Pregas](#)
[Pregas Angela/Pregas Diablo](#)
[Reaper](#)
[Robotallion](#)
[Saurus](#)
[Serpennoid](#)
[Siege](#)
[Sirenoid](#)
[Skypress](#)
[Storm Skypress](#)
[Stinglash](#)
[Tentaclear](#)
[Terrordaw](#)
[Tigerra](#)
[Blade Tigerra](#)
[Vladitor](#)
[Battle Rx Vladitor](#)

GRIFFON

- **Attribute:** All
- **Store Price (Console):** 3,500
- **Store Price (Nintendo DS):** 12,000



Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
230	2	2	4	2	3

Recommended Upgrade Progression (Console)

- | | | |
|--------------|--------------|------------|
| 1. Endurance | 4. Endurance | 7. G-Power |
| 2. Defense | 5. Defense | 8. G-Power |
| 3. G-Power | 6. G-Power | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
300	3	2	1	2	1

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|------------|-------------|-------------|
| 1. Magnet | 4. Magnet | 7. Steering |
| 2. Control | 5. Steering | 8. Defense |
| 3. Magnet | 6. Defense | 9. Control |

Unlock Conditions

Console: Complete the first battle of the Neo Challengers Tournament.

Nintendo DS: Complete the Brave Battlers Tournament.

HARPUS

- **Attribute:** Ventus
- **Store Price (Console):** 30,000
- **Store Price (Nintendo DS):** 40,000



Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
370	2	2	2	4	4

Recommended Upgrade Progression (Console)

- | | | |
|--------------|------------|------------|
| 1. Endurance | 4. G-Power | 7. G-Power |
| 2. Defense | 5. G-Power | 8. G-Power |
| 3. Defense | 6. G-Power | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
390	4	1	1	4	2

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|------------|------------|-------------|
| 1. Defense | 4. Control | 7. Defense |
| 2. Magnet | 5. Control | 8. Defense |
| 3. Defense | 6. Magnet | 9. Steering |

Unlock Conditions

Console: Defeat Komba (Normal or higher) in the Park.

Nintendo DS: Complete the Bakugan Master Cup Tournament, earn the title Bakugan Pro, and team up with Shun to win a Tag Team Battle in the Park against Komba and Billy.



[Basics](#)
[Centigoid](#)
[Cycloid](#)
[Dragonoid](#)
[Delta Dragonoid II](#)
[Falconeer](#)
[Fear Ripper](#)
[Fortress](#)
[Gargonoid](#)
[Gorem](#)
[Hammer Gorem](#)
[Griffon](#)
[Harpus](#)
[Hydranoid](#)
[Dual Hydranoid](#)
[Juggernaut](#)
[Laserman](#)
[Leonidas](#)
[Omega Leonidas](#)
[Monarus](#)
[Pregas](#)
[Pregas](#)
[Angelo/Pregas](#)
[Diablo Reaper](#)
[Robotallion](#)
[Saurus](#)
[Serpentoid](#)
[Siege](#)
[Sirenoid](#)
[Skypress](#)
[Storm Skypress](#)
[Stinglash](#)
[Tentacleon](#)
[Terrordaw](#)
[Tigerra](#)
[Blade Tigerra](#)
[Vladitor](#)
[Battle Rx Vladitor](#)

HYDRANOID

Bio

A Darkus Bakugan. One of the strongest species in Vestroia, he has very powerful attacks. This species cannot live without a purpose and always needs a master.

- **Attribute:** Darkus
- **Store Price (Console):** 20,000
- **Store Price (Nintendo DS):** 57,000

Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
400	4	4	2	3	1

Recommended Upgrade Progression (Console)

- | | | |
|--------------|------------|------------|
| 1. Endurance | 4. G-Power | 7. G-Power |
| 2. G-Power | 5. G-Power | 8. G-Power |
| 3. G-Power | 6. G-Power | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
450	3	3	1	4	2

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|------------|-------------|------------|
| 1. Magnet | 4. Magnet | 7. Defense |
| 2. Control | 5. Control | 8. Control |
| 3. Magnet | 6. Steering | 9. Speed |

Unlock Conditions

Console: Defeat Masquerade (Normal or higher) in the Park.

Nintendo DS: Complete Story Mode and defeat Masquerade in a 1-on-1 battle in the Park, using only Darkus Bakugan.



DUAL HYDRANOID

Bio

The evolved version of Hydranoid. He now has two heads and is twice as aggressive! No normal Bakugan stands a chance against him.

- **Attribute:** Darkus
- **Store Price (Console):** 30,000
- **Store Price (Nintendo DS):** 72,000



Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
450	5	3	3	5	1

Recommended Upgrade Progression (Console)

- | | | |
|------------|------------|------------|
| 1. Defense | 4. G-Power | 7. G-Power |
| 2. G-Power | 5. G-Power | 8. G-Power |
| 3. G-Power | 6. G-Power | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
500	4	3	2	3	2

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|------------|-------------|-------------|
| 1. Magnet | 4. Steering | 7. Magnet |
| 2. Magnet | 5. Defense | 8. Defense |
| 3. Control | 6. Control | 9. Steering |

Unlock Conditions

Console: Complete Story Mode, obtain Hydranoid, and defeat Masquerade's hard deck in the Park.

Nintendo DS: Earn the title of Bakugan Master; unlock Hydranoid, Fortress, Sirenoid, Cycloid, Tentaclear, and Harpus; and defeat Masquerade, Julio, and Shuji in a Battle Royale in the Park, without using any Darkus Bakugan.



[Basics](#)
[Centignoid](#)
[Cyclonoid](#)
[Dragonoid](#)
[Delta Dragonoid II](#)
[Falconeer](#)
[Fear Ripper](#)
[Fortress](#)
[Gargonoid](#)
[Gorem](#)
[Hammer Gorem](#)
[Griffon](#)
[Harpus](#)
[Hydranoid](#)
[Dual Hydranoid](#)
[Juggernaut](#)
[Laserman](#)
[Leonidas](#)
[Omega Leonidas](#)
[Monarus](#)
[Pegasus](#)
[Pegasus](#)
[Angelo/Pegasus](#)
[Diablo Reaper](#)
[Robotallion](#)
[Saurus](#)
[Serpennoid](#)
[Siege](#)
[Sirenoid](#)
[Skypress](#)
[Storm Skypress](#)
[Stinglash](#)
[Tentacles](#)
[Terrorclaw](#)
[Tigrera](#)
[Blade Tigrera](#)
[Vladitor](#)
[Battle Rx Vladitor](#)

JUGGERNOID

- **Attribute:** All
- **Store Price (Console):** 500
- **Store Price (Nintendo DS):** 1,200



Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
170	1	4	2	4	2

Recommended Upgrade Progression (Console)

- | | | |
|------------|------------|--------------|
| 1. G-Power | 4. Defense | 7. G-Power |
| 2. G-Power | 5. G-Power | 8. G-Power |
| 3. Speed | 6. Speed | 9. Endurance |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
200	1	2	1	1	1

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|-------------|-------------|-------------|
| 1. Magnet | 4. Magnet | 7. Control |
| 2. Steering | 5. Magnet | 8. Defense |
| 3. Control | 6. Steering | 9. Steering |

Unlock Conditions

Console: Available at the beginning of the game.

Nintendo DS: Available at the beginning of the game.

LASERMAN

- **Attribute:** All
- **Store Price (Console):** 20,000
- **Store Price (Nintendo DS):** 31,000

Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
320	1	3	4	5	2

Recommended Upgrade Progression (Console)

- | | | |
|------------|------------|------------|
| 1. Defense | 4. G-Power | 7. G-Power |
| 2. Defense | 5. G-Power | 8. G-Power |
| 3. G-Power | 6. Speed | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
370	4	2	1	2	1

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|------------|-------------|-------------|
| 1. Magnet | 4. Steering | 7. Defense |
| 2. Magnet | 5. Defense | 8. Steering |
| 3. Control | 6. Control | 9. Control |

Unlock Conditions

Console: Finish the battle with Masquerade.

Nintendo DS: Complete the Bakugan Master Cup Tournament.





[Basics](#)
[Centignoid](#)
[Cyclonoid](#)
[Dragonoid](#)
[Delta Dragonoid II](#)
[Falconeer](#)
[Fear Ripper](#)
[Fortress](#)
[Gargonoid](#)
[Gorem](#)
[Hammer Gorem](#)
[Griffon](#)
[Harpus](#)
[Hydranoid](#)
[Dual Hydranoid](#)
[Juggernaut](#)
[Laserman](#)
[Leonidas](#)
[Omega Leonidas](#)
[Monarus](#)
[Preyas](#)
[Preyas](#)
[Angelo/Preyas](#)
[Diablo Reaper](#)
[Robotallion](#)
[Saurus](#)
[Serpennoid](#)
[Siege](#)
[Sirennoid](#)
[Skyress](#)
[Storm Skyress](#)
[Stinglash](#)
[Tentaclear](#)
[Terrordaw](#)
[Tigrerra](#)
[Blade Tigrerra](#)
[Vladitor](#)
[Battle A](#)
[Vladitor](#)

LEONIDAS

Bio

A mysterious Bakugan who is very skilled and aggressive in battle. Leonidas's origin is a mystery. He is strong-willed and fears no enemy, big or small.

- **Attribute:** All
- **Store Price (Console):** N/A
- **Store Price (Nintendo DS):** 50,000



Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
340	3	2	2	3	3

Recommended Upgrade Progression (Console)

- | | | |
|--------------|------------|------------|
| 1. Defense | 4. G-Power | 7. G-Power |
| 2. Endurance | 5. G-Power | 8. G-Power |
| 3. Defense | 6. G-Power | 9. Defense |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
420	3	2	2	3	2

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|------------|------------|-------------|
| 1. Magnet | 4. Defense | 7. Steering |
| 2. Magnet | 5. Defense | 8. Defense |
| 3. Control | 6. Magnet | 9. Steering |

Unlock Conditions

Console: Available at the beginning of the game.

Nintendo DS: Complete Story Mode; earn the title of Bakugan Emperor; unlock Dragonoid, Preyas, Gorem, Tigrerra, Hydranoid, and Skyress; and team up with Dan to defeat Masquerade and Marduk in a Tag Team Battle in the Park.

NOTE

In the console versions, you begin the game with Leonidas. He is not available for purchase in the store. In the Nintendo DS version, you begin the game with Leonidas but gain the ability to purchase him late in the game. However, you can only purchase the attribute you selected at the beginning of the game.

OMEGA LEONIDAS

Bio

The evolved version of Leonidas. He evolved after receiving power from other Bakugan. His perfect and fierce battle style intimidates all opponents.

- **Attribute:** All
- **Store Price (Console):** N/A
- **Store Price (Nintendo DS):** 80,000



Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
470	4	3	3	3	3

Recommended Upgrade Progression (Console)

- | | | |
|--------------|------------|--------------|
| 1. Defense | 4. G-Power | 7. G-Power |
| 2. Endurance | 5. G-Power | 8. Defense |
| 3. G-Power | 6. G-Power | 9. Endurance |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
650	3	2	3	4	2

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|------------|------------|-------------|
| 1. Magnet | 4. Defense | 7. Control |
| 2. Magnet | 5. Magnet | 8. Steering |
| 3. Defense | 6. Control | 9. Defense |

Unlock Conditions

Console: Complete Story Mode.

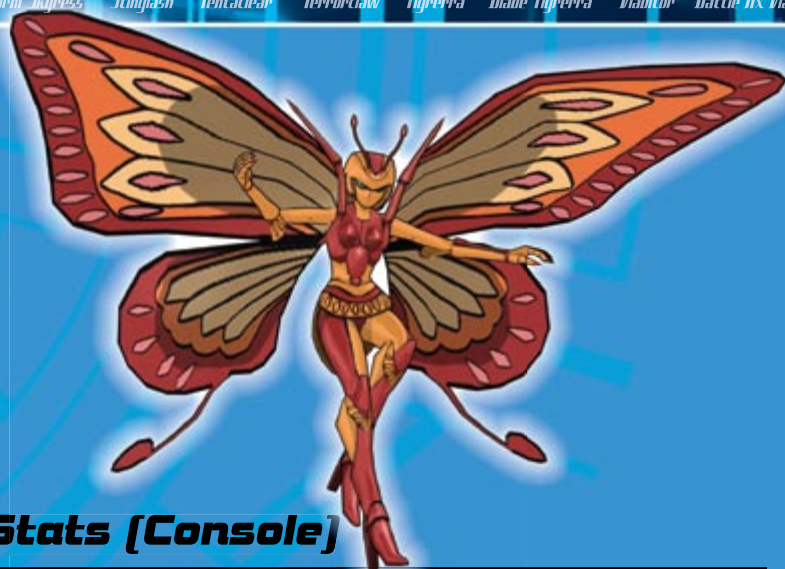
Nintendo DS: Complete Story Mode.



[Basics](#)
[Centipoid](#)
[Cycloid](#)
[Dragonoid](#)
[Delta Dragonoid II](#)
[Falconeer](#)
[Fear Ripper](#)
[Fortress](#)
[Gargonoid](#)
[Gorem](#)
[Hammer Gorem](#)
[Griffon](#)
[Harpus](#)
[Hydranoid](#)
[Dual Hydranoid](#)
[Juggernaut](#)
[Laserman](#)
[Leonidas](#)
[Omega Leonidas](#)
[Monarus](#)
[Pregas](#)
[Pregas](#)
[Angelo/Pregas](#)
[Diablo Reaper](#)
[Robotallion](#)
[Saurus](#)
[Serpentoid](#)
[Siege](#)
[Sirenoid](#)
[Skypress](#)
[Storm Skypress](#)
[Stinglash](#)
[Tentaclear](#)
[Terrorclaw](#)
[Tigerra](#)
[Blade Tigerra](#)
[Vladitor](#)
[Battle Rx Vladitor](#)

MONARUS

- **Attribute:** Haos, Pyrus, Ventus
- **Store Price (Console):** 15,000
- **Store Price (Nintendo DS):** 13,200



Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
300	2	2	2	4	5

Recommended Upgrade Progression (Console)

- | | | |
|--------------|------------|-------------|
| 1. Defense | 5. G-Power | 9. G-Power |
| 2. Endurance | 6. G-Power | 10. G-Power |
| 3. Defense | 7. G-Power | |
| 4. G-Power | 8. G-Power | |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
300	2	1	1	3	1

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|------------|------------|-------------|
| 1. Magnet | 4. Control | 7. Magnet |
| 2. Magnet | 5. Defense | 8. Steering |
| 3. Defense | 6. Control | 9. Defense |

Unlock Conditions

Console: Complete the fourth battle of the Maximum Power Tournament.

Nintendo DS: Complete the Brave Battlers Tournament.

PREYAS

Bio

An Aquos Bakugan. Preyas can change molecular structure and take on the characteristics of three attributes: Aquos, Darkus, and Subterra. He has a funny sense humor and he is very quirky.

- **Attribute:** Aquos
- **Store Price (Console):** 20,000
- **Store Price (Nintendo DS):** 44,000



Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
340	4	2	3	3	2

Recommended Upgrade Progression (Console)

- | | | |
|-----------------|--------------|------------|
| 1. Acceleration | 4. Endurance | 7. G-Power |
| 2. Endurance | 5. Defense | 8. G-Power |
| 3. Acceleration | 6. G-Power | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
380	2	2	4	3	1

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|------------|-------------|-------------|
| 1. Magnet | 4. Magnet | 7. Defense |
| 2. Defense | 5. Steering | 8. Magnet |
| 3. Magnet | 6. Speed | 9. Steering |

Unlock Conditions

Console: Defeat Marucho (Normal or higher) in the Park.

Nintendo DS: Complete Story Mode and defeat Marucho in a 1-on-1 battle in the Park, using only Aquos Bakugan.



[Basics](#)
[Centignoid](#)
[Cyclonoid](#)
[Dragonoid](#)
[Delta Dragonoid II](#)
[Falconeer](#)
[Fear Ripper](#)
[Fortress](#)
[Gargonoid](#)
[Gorem](#)
[Hammer Gorem](#)
[Griffon](#)
[Harpus](#)
[Hydranoid](#)
[Dual Hydranoid](#)
[Juggernaut](#)
[Laserman](#)
[Leonidas](#)
[Omega Leonidas](#)
[Monarus](#)
[Preyas](#)
[Preyas Angelo/Preyas Diablo](#)
[Reaper](#)
[Robotallion](#)
[Saurus](#)
[Serpennoid](#)
[Siege](#)
[Sirenoid](#)
[Skypress](#)
[Storm Skypress](#)
[Stinglash](#)
[Tentaclear](#)
[Terrordaw](#)
[Tigerra](#)
[Blade Tigerra](#)
[Vladitor](#)
[Battle Rx Vladitor](#)

PREYAS ANGELO/PREYAS DIABLO

Bio

The evolved version of Preyas. This is a very unique evolution! Angelo is kind-hearted and soft-spoken whilst Diablo is just the opposite.

- **Attribute:** Aquos
- **Store Price (Console):** 30,000
- **Store Price (Nintendo DS):** 58,000



Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
400	4	2	3	3	4

Recommended Upgrade Progression (Console)

- | | | |
|-----------------|------------|------------|
| 1. Acceleration | 5. Defense | 8. G-Power |
| 2. Acceleration | 6. G-Power | 9. G-Power |
| 3. Endurance | 7. G-Power | |
| 4. Endurance | | |

Starting Stats

(Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
480	1	2	4	3	3

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|------------|-------------|-------------|
| 1. Defense | 4. Speed | 7. Control |
| 2. Magnet | 5. Magnet | 8. Speed |
| 3. Defense | 6. Steering | 9. Steering |

Unlock Conditions

Console: Complete Story Mode, obtain Preyas, and defeat Marucho's hard deck in the Park.

Nintendo DS: Earn the title of Bakugan Master; unlock Preyas, Fortress, Sirenoid, Cyclonoid, Tentaclear, and Harpus; and defeat Marucho, Klaus, and Jenny in a Battle Royale in the Park, without using any Aquos Bakugan.

REAPER

- **Attribute:** Aquos, Darkus, Haos, Subterra, Ventus
- **Store Price (Console):** 15,000
- **Store Price (Nintendo DS):** 38,000

Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
290	1	4	2	5	3

Recommended Upgrade Progression (Console)

- | | | |
|-----------------|------------|------------|
| 1. Acceleration | 4. G-Power | 7. G-Power |
| 2. G-Power | 5. G-Power | 8. G-Power |
| 3. G-Power | 6. G-Power | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
380	3	2	4	3	1

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|------------|-------------|-------------|
| 1. Magnet | 4. Defense | 7. Control |
| 2. Magnet | 5. Steering | 8. Magnet |
| 3. Defense | 6. Defense | 9. Steering |

Unlock Conditions

Console: Complete the first battle against Marduk.

Nintendo DS: Complete Story Mode.





[Basics](#)
[Centigoid](#)
[Cycloid](#)
[Dragonoid](#)
[Delta Dragonoid II](#)
[Falconeer](#)
[Fear Ripper](#)
[Fortress](#)
[Gargonoid](#)
[Gorem](#)
[Hammer Gorem](#)
[Griffon](#)
[Harpus](#)
[Hydranoid](#)
[Dual Hydranoid](#)
[Juggernaut](#)
[Laserman](#)
[Leonidas](#)
[Omega Leonidas](#)
[Monarus](#)
[Pregas](#)
[Pregas Angela/Pregas Diablo](#)
[Reaper](#)
[Robotallion](#)
[Saurus](#)
[Serpentoid](#)
[Siege](#)
[Sirenoid](#)
[Skypress](#)
[Storm Skypress](#)
[Stinglash](#)
[Tentaclear](#)
[Terrordaw](#)
[Tigerra](#)
[Blade Tigerra](#)
[Vladitor](#)
[Battle Rx Vladitor](#)

ROBOTALLION

- **Attribute:** All
- **Store Price (Console):** 1,000
- **Store Price (Nintendo DS):** 1,200



Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
200	4	2	3	2	2

Recommended Upgrade Progression (Console)

- | | | |
|--------------|--------------|------------|
| 1. Defense | 4. Endurance | 7. G-Power |
| 2. Endurance | 5. G-Power | 8. G-Power |
| 3. Defense | 6. G-Power | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
200	1	1	2	1	1

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|------------|-------------|-------------|
| 1. Magnet | 4. Steering | 7. Defense |
| 2. Magnet | 5. Control | 8. Steering |
| 3. Defense | 6. Steering | 9. Defense |

Unlock Conditions

Console: Available at the beginning of the game.

Nintendo DS: Available at the beginning of the game.

SAURUS

- **Attribute:** All
- **Store Price (Console):** 500
- **Store Price (Nintendo DS):** 1,300

Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
180	2	4	2	3	1

Recommended Upgrade Progression (Console)

- | | | |
|--------------|------------|--------------|
| 1. Defense | 4. G-Power | 7. Endurance |
| 2. Endurance | 5. G-Power | 8. G-Power |
| 3. G-Power | 6. G-Power | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
210	1	1	1	2	1

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|------------|-------------|-------------|
| 1. Magnet | 4. Control | 7. Control |
| 2. Magnet | 5. Steering | 8. Steering |
| 3. Defense | 6. Defense | 9. Magnet |

Unlock Conditions

Console: Available at the beginning of the game.

Nintendo DS: Available at the beginning of the game.





[Basics](#)
[Centipoid](#)
[Cycloid](#)
[Dragonoid](#)
[Delta Dragonoid II](#)
[Falconeer](#)
[Fear Ripper](#)
[Fortress](#)
[Gargonoid](#)
[Gorem](#)
[Hammer Gorem](#)
[Griffon](#)
[Harpus](#)
[Hydranoid](#)
[Dual Hydranoid](#)
[Juggernaut](#)
[Laserman](#)
[Leonidas](#)
[Omega Leonidas](#)
[Monarus](#)
[Pregas](#)
[Pregas Angela/Pregas Diablo](#)
[Reaper](#)
[Robotallion](#)
[Saurus](#)
[Serpenuid](#)
[Singe](#)
[Sirenoid](#)
[Skypress](#)
[Storm Skypress](#)
[Stinglash](#)
[Tentaclear](#)
[Terrordaw](#)
[Tigerra](#)
[Blade Tigerra](#)
[Vladitor](#)
[Battle Rx Vladitor](#)

SERPENOID

- **Attribute:** All
- **Store Price (Console):** 500
- **Store Price (Nintendo DS):** 1,100

Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
150	2	3	3	2	4

Recommended Upgrade Progression (Console)

- | | | |
|--------------|------------|--------------|
| 1. G-Power | 4. Defense | 7. Endurance |
| 2. G-Power | 5. G-Power | 8. G-Power |
| 3. Endurance | 6. G-Power | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
190	2	1	1	1	1

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|------------|-------------|-------------|
| 1. Magnet | 4. Control | 7. Control |
| 2. Magnet | 5. Steering | 8. Steering |
| 3. Defense | 6. Defense | 9. Steering |

Unlock Conditions

Console: Available at the beginning of the game.

Nintendo DS: Available at the beginning of the game.



SIEGE

- **Attribute:** All
- **Store Price (Console):** 12,000
- **Store Price (Nintendo DS):** 8,100

Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
280	3	3	4	2	3

Recommended Upgrade Progression (Console)

- | | | |
|--------------|------------|--------------|
| 1. Endurance | 4. G-Power | 7. Endurance |
| 2. G-Power | 5. G-Power | 8. G-Power |
| 3. Defense | 6. G-Power | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
270	1	3	1	1	2

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|-------------|-------------|------------|
| 1. Magnet | 4. Steering | 7. Magnet |
| 2. Control | 5. Control | 8. Defense |
| 3. Steering | 6. Steering | 9. Magnet |

Unlock Conditions

Console: Complete the second battle of the Maximum Power Tournament.

Nintendo DS: Complete the Supreme Tag Team Tournament.





[Basics](#)
[Centignoid](#)
[Cyclonoid](#)
[Dragonoid](#)
[Delta Dragonoid II](#)
[Falconeer](#)
[Fear Ripper](#)
[Fortress](#)
[Gargonoid](#)
[Gorem](#)
[Hammer Gorem](#)
[Griffon](#)
[Harpus](#)
[Hydranoid](#)
[Dual Hydranoid](#)
[Juggernaut](#)
[Laserman](#)
[Leonidas](#)
[Omega Leonidas](#)
[Monarus](#)
[Pregas](#)
[Pregas Angelo/Pregas Diablo](#)
[Reaper](#)
[Robotallion](#)
[Saurus](#)
[Serpennoid](#)
[Singe](#)
[Sirenoid](#)
[Skypress](#)
[Storm Skypress](#)
[Stinglash](#)
[Tentaclear](#)
[Terrordaw](#)
[Tigterra](#)
[Blade Tigterra](#)
[Vladitor](#)
[Battle Rx Vladitor](#)

SIRENOID

- **Attribute:** Aquos
- **Store Price (Console):** 30,000
- **Store Price (Nintendo DS):** 42,000

Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
370	3	2	2	4	2

Recommended Upgrade Progression (Console)

- | | | |
|-----------------|-----------------|------------|
| 1. Acceleration | 4. G-Power | 7. G-Power |
| 2. Acceleration | 5. Acceleration | 8. G-Power |
| 3. Defense | 6. Defense | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
390	1	2	4	4	2

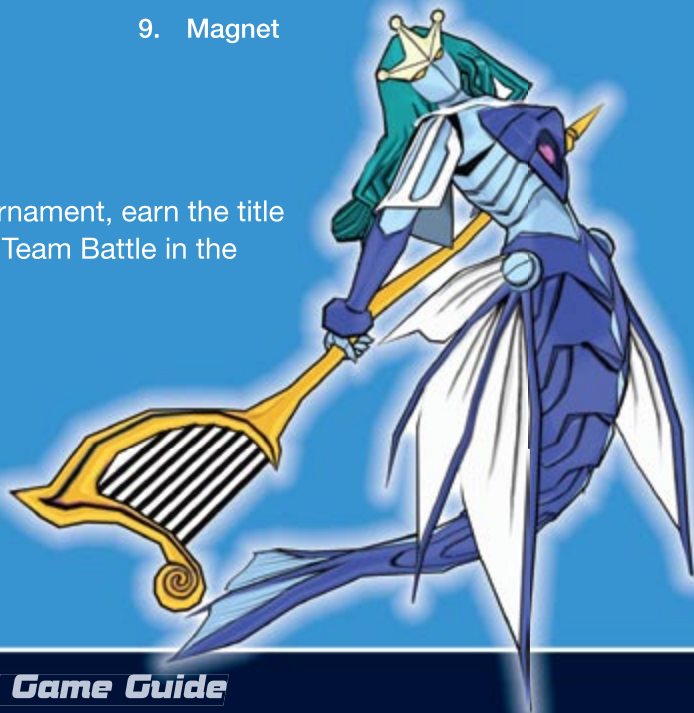
Recommended Upgrade Progression (Nintendo DS)

- | | | |
|-------------|------------|------------|
| 1. Magnet | 4. Control | 7. Magnet |
| 2. Steering | 5. Speed | 8. Defense |
| 3. Defense | 6. Defense | 9. Magnet |

Unlock Conditions

Console: Defeat Klaus (Normal or higher) at the Park.

Nintendo DS: Complete the Bakugan Master Cup Tournament, earn the title Bakugan Pro, and team up with Marucho to win a Tag Team Battle in the Park against Klaus and Chan Lee.

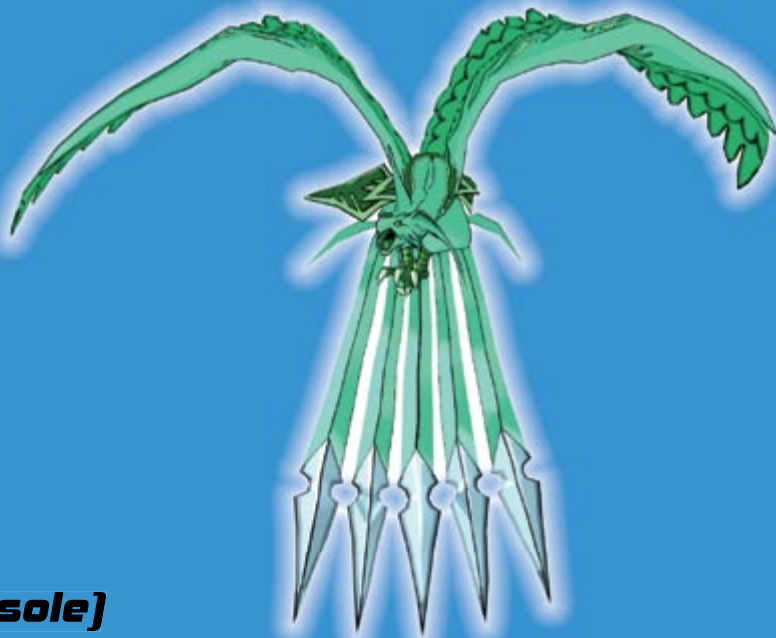


SKYRESS

Bio

A Ventus Bakugan. She has huge wings and several long tails. At the tips of her tails are very sharp feathers. The Skyress species has the ability to resurrect.

- **Attribute:** Ventus
- **Store Price (Console):** 20,000
- **Store Price (Nintendo DS):** 48,000



Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
360	2	2	2	4	4

Recommended Upgrade Progression (Console)

- | | | |
|--------------|-----------------|------------|
| 1. Defense | 4. Acceleration | 7. G-Power |
| 2. Endurance | 5. G-Power | 8. G-Power |
| 3. Defense | 6. G-Power | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
400	2	1	3	4	2

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|------------|-------------|------------|
| 1. Magnet | 4. Magnet | 7. Control |
| 2. Defense | 5. Defense | 8. Speed |
| 3. Defense | 6. Steering | 9. Defense |

Unlock Conditions

Console: Defeat Shun (Normal or higher) in the Park.

Nintendo DS: Complete Story Mode and defeat Shun in a 1-on-1 battle in the Park, using only Ventus Bakugan.



[Basics](#)
[Centipoid](#)
[Cycloid](#)
[Dragonoid](#)
[Delta Dragonoid II](#)
[Falconeer](#)
[Fear Ripper](#)
[Fortress](#)
[Gargonoid](#)
[Gorem](#)
[Hammer Gorem](#)
[Griffon](#)
[Harpus](#)
[Hydranoid](#)
[Dual Hydranoid](#)
[Juggernaut](#)
[Laserman](#)
[Leonidas](#)
[Omega Leonidas](#)
[Monarus](#)
[Pregas](#)
[Pregas](#)
[Angelo/Pregas](#)
[Diablo Reaper](#)
[Robotallion](#)
[Saurus](#)
[Serpennoid](#)
[Singe](#)
[Sirenoid](#)
[Skyress](#)
[Storm Skyress](#)
[Stinglash](#)
[Tentaclear](#)
[Terrorclaw](#)
[Tigerra](#)
[Blade Tigerra](#)
[Vladitor](#)
[Battle Rx Vladitor](#)

STORM SKYRESS

Bio

The evolved version of Skyress. Her wings are now enormous and her flying and attacking abilities have increased.

- **Attribute:** Ventus
- **Store Price (Console):** 30,000
- **Store Price (Nintendo DS):** 67,000

Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
450	2	4	2	4	5

Recommended Upgrade Progression (Console)

- | | | |
|--------------|--------------|------------|
| 1. Endurance | 4. Defense | 7. G-Power |
| 2. Endurance | 5. Endurance | 8. G-Power |
| 3. Defense | 6. G-Power | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
500	3	1	4	4	2

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|------------|------------|-------------|
| 1. Magnet | 4. Defense | 7. Defense |
| 2. Defense | 5. Magnet | 8. Magnet |
| 3. Defense | 6. Control | 9. Steering |

Unlock Conditions

Console: Complete Story Mode, obtain Skyress, and defeat Shun's hard deck in the Park.

Nintendo DS: Earn the title of Bakugan Master; unlock Skyress, Fortress, Sirenoid, Cycloid, Tentaclear, and Harpus; and defeat Shun, Komba, and Billy in a Battle Royale in the Park, without using any Ventus Bakugan.



STINGLASH

- **Attribute:** All
- **Store Price (Console):** 2,300
- **Store Price (Nintendo DS):** 3,200

Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
210	2	4	3	2	2

Recommended Upgrade Progression (Console)

- | | | |
|--------------|------------|------------|
| 1. Endurance | 4. G-Power | 7. G-Power |
| 2. Endurance | 5. G-Power | 8. G-Power |
| 3. G-Power | 6. G-Power | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
230	1	1	1	1	2

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|------------|-------------|-------------|
| 1. Magnet | 4. Steering | 7. Defense |
| 2. Defense | 5. Steering | 8. Control |
| 3. Control | 6. Defense | 9. Steering |

Unlock Conditions

Console: Available at the beginning of the game.

Nintendo DS: Complete the Neo Challengers Tournament.





TENTACLEAR

- **Attribute:** Haos
- **Store Price (Console):** 30,000
- **Store Price (Nintendo DS):** 40,000

Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
370	3	2	3	3	3

Recommended Upgrade Progression (Console)

- | | | |
|--------------|------------|------------|
| 1. Endurance | 4. Defense | 7. G-Power |
| 2. Endurance | 5. G-Power | 8. G-Power |
| 3. Defense | 6. G-Power | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
390	3	3	4	1	1

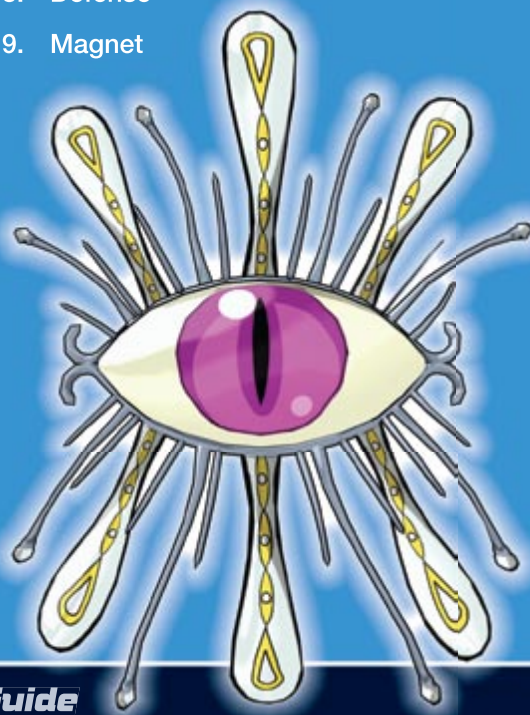
Recommended Upgrade Progression (Nintendo DS)

- | | | |
|-------------|-------------|------------|
| 1. Magnet | 4. Steering | 7. Defense |
| 2. Steering | 5. Steering | 8. Defense |
| 3. Steering | 6. Magnet | 9. Magnet |

Unlock Conditions

Console: Defeat Julio (Normal or higher) in the Park.

Nintendo DS: Complete the Bakugan Master Cup Tournament, earn the title Bakugan Pro, and team up with Runo to win a Tag Team Battle in the Park against Julio and Shuji.



TERRORCLAW

- **Attribute:** Aquos, Darkus, Haos, Pyrus, Subterra
- **Store Price (Console):** 12,000
- **Store Price (Nintendo DS):** 17,600



Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
270	4	4	2	4	2

Recommended Upgrade Progression (Console)

- | | | |
|--------------|------------|------------|
| 1. Defense | 4. G-Power | 7. G-Power |
| 2. Endurance | 5. G-Power | 8. G-Power |
| 3. G-Power | 6. G-Power | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
320	1	4	2	1	1

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|-------------|-------------|-------------|
| 1. Magnet | 4. Steering | 7. Magnet |
| 2. Magnet | 5. Speed | 8. Steering |
| 3. Steering | 6. Control | 9. Steering |

Unlock Conditions

Console: Complete the third battle at the Maximum Power Tournament.

Nintendo DS: Complete the Maximum Power Tournament.



[Basics](#)
[Centignoid](#)
[Cyclonoid](#)
[Dragonoid](#)
[Delta Dragonoid II](#)
[Falconeer](#)
[Fear Ripper](#)
[Fortress](#)
[Gargonoid](#)
[Gorem](#)
[Hammer Gorem](#)
[Griffon](#)
[Harpus](#)
[Hydranoid](#)
[Dual Hydranoid](#)
[Juggernaut](#)
[Laserman](#)
[Leonidas](#)
[Omega Leonidas](#)
[Monarus](#)
[Pregas](#)
[Pregas Angelo/Pregas Diablo](#)
[Reaper](#)
[Robotallion](#)
[Saurus](#)
[Serpennoid](#)
[Singe](#)
[Sirenoid](#)
[Skypress](#)
[Storm Skypress](#)
[Stinglash](#)
[Tentaclear](#)
[Terrordaw](#)
[Tigrerra](#)
[Blade Tigrerra](#)
[Vladitor](#)
[Battle Rx Vladitor](#)

TIGRERRA

Bio

A Chaos Bakugan. She has a large blade inside her body capable of cutting any substance in the human world. She is very human in nature and trustworthy.

- **Attribute:** Chaos
- **Store Price (Console):** 20,000
- **Store Price (Nintendo DS):** 44,000



Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
340	1	4	4	1	3

Recommended Upgrade Progression (Console)

- | | | |
|--------------|--------------|------------|
| 1. Endurance | 4. Endurance | 7. G-Power |
| 2. Endurance | 5. G-Power | 8. G-Power |
| 3. Endurance | 6. G-Power | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
400	3	2	1	2	3

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|-------------|-------------|------------|
| 1. Steering | 4. Control | 7. Defense |
| 2. Steering | 5. Control | 8. Magnet |
| 3. Defense | 6. Steering | 9. Control |

Unlock Conditions

Console: Defeat Runo (Normal or higher) at the Park.

Nintendo DS: Complete Story Mode and defeat Runo in a 1-on-1 battle in the Park, using only Chaos Bakugan.

BLADE TIGRERRA

Bio

The evolved version of Tigrerra. She can now walk on two legs and is very formidable. Blade Tigrerra is a very aggressive Bakugan. She is courageous and slashes opponents with her blades.

- **Attribute:** Haos
- **Store Price (Console):** 30,000
- **Store Price (Nintendo DS):** 62,000



Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
450	4	4	5	1	3

Recommended Upgrade Progression (Console)

- | | | |
|--------------|--------------|------------|
| 1. Endurance | 4. Endurance | 7. G-Power |
| 2. Endurance | 5. G-Power | 8. G-Power |
| 3. Endurance | 6. G-Power | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
500	4	3	1	2	3

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|-------------|------------|------------|
| 1. Steering | 4. Control | 7. Control |
| 2. Steering | 5. Control | 8. Defense |
| 3. Steering | 6. Magnet | 9. Magnet |

Unlock Conditions

Console: Complete Story Mode, obtain Tigrerra, and defeat Runo's hard deck in the Park.

Nintendo DS: Earn the title of Bakugan Master; unlock Tigrerra, Fortress, Sirenoid, Cycloid, Tentaclear, and Harpus; and defeat Runo, Julio, and Masquerade in a Battle Royale in the Park, without using any Haos Bakugan.



[Basics](#)
[Centignoid](#)
[Cyclonoid](#)
[Dragonoid](#)
[Delta Dragonoid II](#)
[Falconeer](#)
[Fear Ripper](#)
[Fortress](#)
[Gargonoid](#)
[Gorem](#)
[Hammer Gorem](#)
[Griffon](#)
[Harpus](#)
[Hydranoid](#)
[Dual Hydranoid](#)
[Juggernaut](#)
[Laserman](#)
[Leonidas](#)
[Omega Leonidas](#)
[Monarus](#)
[Preyas](#)
[Preyas Angela/Preyas Diablo](#)
[Reaper](#)
[Robotallion](#)
[Saurus](#)
[Serpennoid](#)
[Siege](#)
[Sirenoid](#)
[Skyress](#)
[Storm Skyress](#)
[Stinglash](#)
[Tentaclear](#)
[Terrordaw](#)
[Tigrerra](#)
[Blade Tigrerra](#)
[Vladitor](#)
[Battle Rx Vladitor](#)

VLADITOR

Bio

A legendary Bakugan that once tried to rule Vestroia. He was sealed away in the Doom Dimension with the power of the Silent Core and Infinity Core. When Naga took the Silent Core, he was released and came to Earth.

- **Attribute:** Darkus
- **Store Price (Console):** 20,000
- **Store Price (Nintendo DS):** 54,000

Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
340	2	5	5	1	2

Recommended Upgrade Progression (Console)

- | | | |
|--------------|------------|------------|
| 1. Endurance | 4. G-Power | 7. G-Power |
| 2. Endurance | 5. G-Power | 8. G-Power |
| 3. G-Power | 6. G-Power | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
420	2	4	1	4	2

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|------------|-------------|------------|
| 1. Magnet | 4. Steering | 7. Control |
| 2. Control | 5. Magnet | 8. Speed |
| 3. Control | 6. Defense | 9. Magnet |

Unlock Conditions

Console: Defeat Marduk's hard deck in the Park.

Nintendo DS: Complete Story Mode; earn the title of Bakugan Emperor; unlock Dragonoid, Preyas, Gorem, Tigrerra, Hydranoid, and Skyress; and defeat Marduk, Masquerade, and Shun in a Battle Royale in the Park without using any Darkus Bakugan.



BATTLE AX VLADITOR

Bio

The evolved version of Vladitor. He evolved after absorbing the power of Hal-G's Silent Orb. He carries a huge ax that can break anything. His power is unmeasurable—it may even be strong enough to distort space and time.

- **Attribute:** Darkus
- **Store Price (Console):** 100,000
- **Store Price (Nintendo DS):** 84,000



Starting Stats (Console)

G-Power	Speed	Defense	Acceleration	Endurance	Jump
470	3	5	5	2	3

Recommended Upgrade Progression (Console)

- | | | |
|--------------|------------|------------|
| 1. Endurance | 4. G-Power | 7. G-Power |
| 2. Endurance | 5. G-Power | 8. G-Power |
| 3. G-Power | 6. G-Power | 9. G-Power |

Starting Stats (Nintendo DS)

G-Power	Speed	Defense	Control	Steering	Magnet
650	2	3	2	4	3

Recommended Upgrade Progression (Nintendo DS)

- | | | |
|-------------|------------|------------|
| 1. Control | 4. Magnet | 7. Speed |
| 2. Defense | 5. Defense | 8. Control |
| 3. Steering | 6. Control | 9. Magnet |

Unlock Conditions

Console: Complete Story Mode, defeat Marduk's hard deck in the Park, obtain Vladitor, and become number one in the World Ranking.

Nintendo DS: Unlock every Bakugan except Battle Ax Vladitor, and defeat Marduk in a 1-on-1 battle in the Park.



Console Nintendo DS

Gate Cards Ability Cards

CARD DATABASE

NOTE

When an unlocking requirement states you must obtain a specific Bakugan, you must purchase this Bakugan from the store, but it does not have to be active in your deck.

NOTE

When unlocking a card requires obtaining a specific Bakugan or completing Story Mode in addition to defeating a character in the Park, you must defeat the character in the Park after completing all other requirements.

NOTE

Manion, Ravenoid, and Bronze Warius Bakugan and cards are exclusive to specific versions of the game.

CONSOLE

Gate Cards Gold

Centipoid



Store Price: 2,500

Rule: Centipoids get the Gate bonus twice!

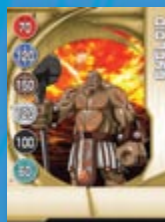
Unlock Conditions: Complete the Supreme Tag Team Tournament.

Serial Number: VG022-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
60	80	50	20	90	70

Cycloid



Store Price: 5,000

Rule: Cycloids get the Gate bonus twice!

Unlock Conditions: Defeat Billy (Normal or higher) in the Park.

Serial Number: BA145-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
70	120	150	120	100	60

Dragonoid



Store Price: 5,000

Rule: Dragonoids get the Gate bonus twice!

Unlock Conditions: Defeat Dan (Normal or higher) in the Park.

Serial Number: VG001-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
170	110	80	130	100	140

Delta Dragonoid II



Store Price: 6,000

Rule: Delta Dragonoid IIs get the Gate bonus twice!

Unlock Conditions: Complete Story Mode, obtain Dragonoid, and defeat Dan's hard deck in the Park.

Serial Number: VG002-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
200	100	120	50	100	50

Falconeer



Store Price: 5,000

Rule: Falconeers get the Gate bonus twice!

Unlock Conditions: Available at the beginning of the game.

Serial Number: VG018-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
120	100	150	50	100	50

Fear Ripper

Store Price: 3,500

Rule: Fear Rippers get the Gate bonus twice!

Unlock Conditions: Complete the Brave Battlers Tournament.

Serial Number: VG023-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
150	50	90	70	50	100

Fortress

Store Price: 5,000

Rule: Fortresses get the Gate bonus twice!

Unlock Conditions: Defeat Chan (Normal or higher) in the Park.

Serial Number: BA254-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
170	110	80	130	100	140

Gargonoid

Store Price: 2,500

Rule: Gargonoids get the Gate bonus twice!

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Serial Number: BA141-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
110	60	120	90	150	50

Gorem

Store Price: 5,000

Rule: Gorems get the Gate bonus twice!

Unlock Conditions: Defeat Julie (Normal or higher) in the Park.

Serial Number: BA181-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
80	110	150	120	30	50

Hammer Gorem

Store Price: 6,000

Rule: Hammer Gorems get the Gate bonus twice!

Unlock Conditions: Complete Story Mode, obtain Gorem, and defeat Julie.

Serial Number: VG007-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
110	90	150	120	70	130

Griffon

Store Price: 1,500

Rule: Griffons get the Gate bonus twice!

Unlock Conditions: Complete the Neo Challengers Tournament.

Serial Number: VG020-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
110	40	120	80	120	120

Harpus

Store Price: 5,000

Rule: Harpuses get the Gate bonus twice!

Unlock Conditions: Defeat Komba (Normal or higher) in the Park.

Serial Number: BA253-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
120	50	100	110	90	140

Hydranoid

Store Price: 5,000

Rule: Hydranoids get the Gate bonus twice!

Unlock Conditions: Defeat Masquerade (Normal or higher) in the Park.

Serial Number: VG010-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
120	90	100	110	180	50



Console Nintendo DS

Gate Cards Ability Cards

Dual Hydranoid



Store Price: 6,000

Rule: Dual Hydranoids get the Gate bonus twice!

Unlock Conditions: Complete Story Mode, obtain Hydranoid, and defeat Masquerade's hard deck in the Park.

Serial Number: VG011-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
70	90	130	100	200	60

Juggernaut



Store Price: 500

Rule: Juggernauts get the Gate bonus twice!

Unlock Conditions: Available at the beginning of the game.

Serial Number: VG014-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
100	40	50	110	150	50

Laserman



Store Price: 4,000

Rule: Lasermans get the Gate bonus twice!

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: VG021-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
120	100	150	50	100	50

Leonidas



Store Price: N/A

Rule: Leonidas get the Gate bonus twice!

Unlock Conditions: Available at the beginning of the game.

Serial Number: VG025-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
160	140	120	160	120	140

NOTE

Leonidas cannot be purchased at the Bakugan Store.

Omega Leonidas



Store Price: N/A

Rule: Omega Leonidas get the Gate bonus twice!

Unlock Conditions: Complete Story Mode.

Serial Number: VG026-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
200	200	160	180	160	180

NOTE

Omega Leonidas cannot be purchased at the Bakugan Store.

Monarus



Store Price: 4,000

Rule: Monaruses get the Gate bonus twice!

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: BA252-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
150	50	90	120	100	180

Preyas



Store Price: 5,000

Rule: Preyases get the Gate bonus twice!

Unlock Conditions: Defeat Marucho's normal deck in the Park.

Serial Number: VG005-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
60	150	120	50	110	90

Preyas's

Store Price: 6,000

Rule: Preyas II Angelos/Diablos get the Gate bonus twice!

Unlock Conditions: Complete Story Mode, obtain Preyas, and defeat Marucho (Normal or higher) in the Park.

Serial Number: VG006-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
130	180	70	130	100	60

Reaper

Store Price: 4,000

Rule: Reapers get the Gate bonus twice!

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: VG012-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
100	50	150	70	120	140

Robotallion

Store Price: 1,500

Rule: Robotallions get the Gate bonus twice!

Unlock Conditions: Available at the beginning of the game.

Serial Number: VG015-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
110	60	90	120	140	200

Saurus

Store Price: 500

Rule: Sauruses get the Gate bonus twice!

Unlock Conditions: Available at the beginning of the game.

Serial Number: VG016-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
140	120	80	20	40	60

Serpenoid

Store Price: 500

Rule: Serpenoids get the Gate bonus twice!

Unlock Conditions: Available at the beginning of the game.

Serial Number: VG017-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
60	140	120	80	20	40

Siege

Store Price: 3,500

Rule: Sieges get the Gate bonus twice!

Unlock Conditions: Complete the Brave Battlers Tournament.

Serial Number: VG024-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
100	60	140	120	80	20

Sirenoid

Store Price: 5,000

Rule: Sirenoids get the Gate bonus twice!

Unlock Conditions: Defeat Klaus (Normal or higher) in the Park.

Serial Number: BA255-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
90	150	110	120	70	130

Skyress

Store Price: 5,000

Rule: Skyresses get the Gate bonus twice!

Unlock Conditions: Defeat Shun (Normal or higher) in the Park.

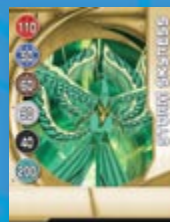
Serial Number: VG008-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
120	150	50	150	160	180



Storm Skyress



Store Price: 6,000

Rule: Storm Skyresses get the Gate bonus twice!

Unlock Conditions: Complete Story Mode, obtain Skyress, and defeat Shun's hard deck in the Park.

Serial Number: VG009-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
110	50	60	90	40	200

Stinglash



Store Price: 1,500

Rule: Stinglashes get the Gate bonus twice!

Unlock Conditions: Available at the beginning of the game.

Serial Number: VG019-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
80	20	20	200	100	120

Tentaclear



Store Price: 5,000

Rule: Tentaclears get the Gate bonus twice!

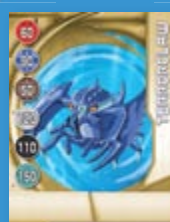
Unlock Conditions: Defeat Julio (Normal or higher) in the Park.

Serial Number: VG013-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
120	100	50	150	100	50

Terrorclaw



Store Price: 4,000

Rule: Terrorclaws get the Gate bonus twice!

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: BA144-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
60	90	50	120	110	150

Tigrerra



Store Price: 5,000

Rule: Tigrerras get the Gate bonus twice!

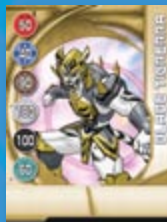
Unlock Conditions: Defeat Runo (Normal or higher) in the Park.

Serial Number: VG003-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
50	140	90	160	120	100

Blade Tigrerra



Store Price: 6,000

Rule: Blade Tigrerras get the Gate bonus twice!

Unlock Conditions: Complete Story Mode, obtain Tigrerra, and defeat Runo's hard deck in the Park.

Serial Number: VG004-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
50	40	90	180	100	60

Vladitor



Store Price: 5,000

Rule: Vladitor get the Gate bonus twice!

Unlock Conditions: Defeat Marduk's hard deck in the Park.

Serial Number: VG027-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
80	60	100	120	180	140

Battle Ax Vladitor



Store Price: 8,000

Rule: Battle Ax Vladitor get the Gate bonus twice!

Unlock Conditions: Obtain Vladitor become number one in the Bakugan rankings.

Serial Number: VG028-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
170	150	50	150	200	180

Silver

Aquos Vortex



Store Price: 1,000

Unlock Conditions: Available at the beginning of the game.

Serial Number: BA244-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
60	150	120	50	20	20

Black Hole



Store Price: 2,000

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: BA295-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
120	100	150	50	100	50

Blue Sky



Store Price: 1,000

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Serial Number: BA299-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
50	40	40	110	70	150

The Cliffs



Store Price: 1,000

Unlock Conditions: Available at the beginning of the game.

Serial Number: BA247-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
120	100	150	50	100	50

Dusk



Store Price: 1,000

Unlock Conditions: Complete the Brave Battlers Tournament.

Serial Number: BA137-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
80	20	20	60	140	120

Earthen Mound



Store Price: 3,000

Unlock Conditions: Complete the Ultimate Battle Tournament.

Serial Number: BA196-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
50	90	200	170	110	50

Earthen Wave



Store Price: 1,000

Unlock Conditions: Complete the Neo Challengers Tournament.

Serial Number: BA293-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
140	120	80	20	40	60

Elevated Field



Store Price: 2,000

Unlock Conditions: Complete the Bakugan Master Cup Tournament.

Serial Number: BA197-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
90	110	100	90	110	100



Fields of Lava



Store Price: 2,000

Unlock Conditions: Complete the Bakugan Master Cup Tournament.

Serial Number: BA298-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
80	70	20	120	170	120

Fire Pit



Store Price: 1,000

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Serial Number: BA133-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
140	120	80	20	20	60

Force Wind



Store Price: 1,000

Unlock Conditions: Complete the Brave Battlers Tournament.

Serial Number: BA198-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
120	80	20	40	60	140

Haunted Night



Store Price: 2,000

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: BA201-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
110	50	50	90	200	170

Heavy Surf



Store Price: 1,000

Unlock Conditions: Available at the beginning of the game.

Serial Number: BA246-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
60	140	120	80	20	40

High Energy



Store Price: 1,000

Unlock Conditions: Complete the Brave Battlers Tournament.

Serial Number: BA138-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
110	120	120	110	120	120

Light-Burst



Store Price: 3,000

Unlock Conditions: Complete the Ultimate Battle Tournament.

Serial Number: BA135-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
50	50	90	200	170	110

Low Energy



Store Price: 500

Unlock Conditions: Available at the beginning of the game.

Serial Number: BA199-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
50	60	20	70	50	20

Muddy Ground



Store Price: 1,000

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Serial Number: BA134-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
20	60	140	120	80	20

Nightmare



Store Price: 2,000

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: BA250-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
80	70	20	120	170	120

Pit Dweller



Store Price: 1,000

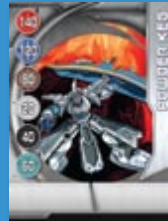
Unlock Conditions: Available at the beginning of the game.

Serial Number: BA249-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
100	50	120	100	150	50

Powder Keg



Store Price: 1,000

Unlock Conditions: Available at the beginning of the game.

Serial Number: BA245-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
140	120	80	20	40	60

Sand Storm



Store Price: 1,000

Unlock Conditions: Complete the Bakugan Master Cup Tournament.

Serial Number: BA200-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
110	80	110	50	20	170

The Spires



Store Price: 1,000

Unlock Conditions: Complete the Neo Challengers Tournament.

Serial Number: BA251-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
50	40	40	110	70	150

Spitting Fire



Store Price: 1,000

Unlock Conditions: Complete the Neo Challengers Tournament.

Serial Number: BA292-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
60	150	120	50	20	20

Sun Spot



Store Price: 1,000

Unlock Conditions: Complete the Neo Challengers Tournament.

Serial Number: BA294-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
60	140	120	80	20	40



Sunrise



Store Price: 1,000

Unlock Conditions: Available at the beginning of the game.

Serial Number: BA202-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
20	20	60	140	120	80

Tornado Alley



Store Price: 2,000

Unlock Conditions: Complete the Bakugan Master Cup Tournament.

Serial Number: BA139-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
170	110	50	50	90	180

Tsunami



Store Price: 2,000

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: BA136-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
20	170	110	80	110	50

Vacuum



Store Price: 500

Unlock Conditions: Available at the beginning of the game.

Serial Number: BA248-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
50	20	50	60	20	70

Volcanic Lake



Store Price: 2,000

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: BA203-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
200	170	110	50	50	90

Whirlpool



Store Price: 3,000

Unlock Conditions: Complete the Ultimate Battle Tournament.

Serial Number: BA140-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
90	200	170	110	50	50

Whirlpool



Store Price: 2,000

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: BA297-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
100	50	120	100	150	50

Wind Farm



Store Price: 1,000

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Serial Number: BA296-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
50	20	50	60	20	70

Copper

Ability Block



Store Price: 3,000

Rule: No Ability Cards may be played.

Unlock Conditions: Complete the Brave Battlers Tournament.

Serial Number: BA154-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
20	0	20	0	20	0

Bait



Store Price: 3,000

Rule: The player with the least Gate Cards gets all used Ability Cards back.

Unlock Conditions: Complete the Brave Battlers Tournament.

Serial Number: BA263-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
150	50	90	70	50	100

Bakugan Duo



Store Price: 500

Rule: Each Pyrus and Darkus Bakugan gains +100 G-Power.

Unlock Conditions: Available at the beginning of the game.

Serial Number: BA153-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
80	50	30	50	140	80

Catch-up



Store Price: 3,000

Rule: The Bakugan used by the player with the least Gate Cards gets +200 G-Power.

Unlock Conditions: Complete the Bakugan Master Cup Tournament.

Serial Number: BA149-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
80	90	50	50	60	80

Change of Fate



Store Price: 2,000

Rule: The Bakugan used by the player with the least Gate Cards gets +100 G-Power.

Unlock Conditions: Complete the Neo Challengers Tournament.

Serial Number: BA315-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
60	80	50	20	90	70

Delayed Attack



Store Price: 3,000

Rule: Player with the least Gate Cards gets all used Ability Cards back.

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Serial Number: BA313-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
100	40	50	110	150	50

Earth, Wind & Fire



Store Price: 3,000

Rule: Bakugan used by a player who is using all different attributes gets +200 G-Power.

Unlock Conditions: Complete the Brave Battlers Tournament.

Serial Number: BA216-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
100	120	80	170	150	70

Energy from All



Store Price: 1,000

Rule: Bakugan used by a player who is using all different attributes gets +100 G-Power.

Unlock Conditions: Available at the beginning of the game.

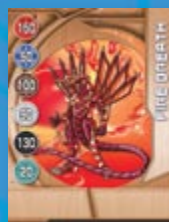
Serial Number: BA219-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
170	80	120	100	70	150



Fire Breath



Store Price: 2,000

Rule: Each Pyrus Bakugan gains +200 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: BA212-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
150	50	100	90	130	20

G-Power Exchange



Store Price: 3,000

Rule: The Bakugan have their G-Power swapped.

Unlock Conditions: Complete the Brave Battlers Tournament.

Serial Number: BA151-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
80	50	20	20	50	80

G-Power Swap



Store Price: 2,000

Rule: The Bakugan have their G-Power swapped.

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: BA260-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
70	90	130	130	100	60

Ground Strike



Store Price: 3,000

Rule: Each Aquos Bakugan gets +200 G-Power.

Unlock Conditions: Complete the Bakugan Master Cup Tournament.

Serial Number: BA309-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
100	150	70	50	80	150

Heated Exchange



Store Price: 3,000

Rule: Each Haos Bakugan gets +200 G-Power.

Unlock Conditions: Complete the Bakugan Master Cup Tournament.

Serial Number: BA310-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
70	170	120	130	90	200

High Price



Store Price: 2,000

Rule: The player with the higher printed G-Power may not play Ability Cards.

Unlock Conditions: Complete the Neo Challengers Tournament.

Serial Number: BA217-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
60	30	50	20	20	40

Lava Fields



Store Price: 4,000

Rule: The Bakugan with the highest printed G-Power has its G-Power Boost doubled.

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: BA308-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
70	90	120	130	100	60

Leap of Strength



Store Price: 3,000

Rule: The Bakugan used by the player with most Gate Cards gets +200 G-Power.

Unlock Conditions: Complete the Ultimate Battle Tournament.

Serial Number: BA155-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
110	170	110	140	170	140

Lift



Store Price: 3,000

Rule: The Bakugan who stood on this card last gets +200 G-Power.

Unlock Conditions: Complete the Ultimate Battle Tournament.

Serial Number: BA262-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
70	170	120	130	90	200

Lightning Gate



Store Price: 500

Rule: Each Ventus and Haos Bakugan gains +100 G-Power.

Unlock Conditions: Available at the beginning of the game.

Serial Number: BA185-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
110	80	60	90	120	140

Lock & Load



Store Price: 500

Rule: Each Subterra and Aquos Bakugan gets +100 G-Power.

Unlock Conditions: Available at the beginning of the game.

Serial Number: BA261-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
100	150	70	50	80	150

Mega Warrior



Store Price: 4,000

Rule: During a battle; +200 G-Power for each Gate Card its owner has won.

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: BA265-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
100	40	50	110	150	50

Overpower



Store Price: 2,000

Rule: The Bakugan used by the player with most Gate Cards gets +100 G-Power.

Unlock Conditions: Complete the Neo Challengers Tournament.

Serial Number: BA150-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
110	60	90	120	140	110

Power Drain



Store Price: 3,000

Rule: The Bakugan who stood on this card first loses half its printed G-Power.

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Serial Number: BA264-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
110	100	80	70	50	40

Quick Charge



Store Price: 3,000

Rule: The player with the lowest printed G-Power may not play Ability Cards.

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Serial Number: BA218-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
150	80	170	130	110	100

Quick Strike



Store Price: 2,000

Rule: The Bakugan who stood on this card first gets +100 G-Power.

Unlock Conditions: Complete the Neo Challengers Tournament.

Serial Number: BA266-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
250	200	300	250	200	150



Console Nintendo DS

Gate Cards Ability Cards

Rainbow



Store Price: 2,000

Rule: During a battle; +100 G-Power for each Gate Card its owner has won.

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: BA214-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
80	60	20	90	70	50

Rising Blow



Store Price: 4,000

Rule: The Bakugan with the lowest printed G-Power has its G-Power Boost doubled.

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: BA213-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
110	100	80	70	50	40

Sinkhole



Store Price: 3,000

Rule: Each Subterra Bakugan gains +200 G-Power.

Unlock Conditions: Complete the Ultimate Battle Tournament.

Serial Number: BA186-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
80	60	90	120	140	90

Stand Your Ground



Store Price: 3,000

Rule: After the battle is over, all players get all Ability Cards back into their hands.

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Serial Number: BA156-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
20	80	140	50	60	110

Stinger



Store Price: 3,000

Rule: Each Darkus Bakugan gets +200 G-Power.

Unlock Conditions: Complete the Ultimate Battle Tournament.

Serial Number: BA267-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
60	80	50	20	90	70

Tricky Gate



Store Price: 3,000

Rule: The Bakugan who stood on this card first gets +200 G-Power.

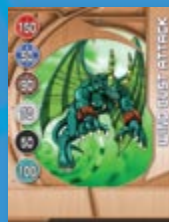
Unlock Conditions: Complete the Bakugan Master Cup Tournament.

Serial Number: BA215-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
110	80	60	90	120	140

Wind Gust Attack



Store Price: 2,000

Rule: Each Ventus Bakugan gets +200 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament.

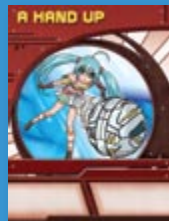
Serial Number: BA311-GA-SM

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
150	50	90	70	50	100

Ability Cards Red

A Hand Up



Store Price: 500

Attribute(s): Haos

Rule: During a battle; +50 G-Power.

Unlock Conditions: Available at the beginning of the game.

Serial Number: BA225-AB-SM

Battle Gate



Store Price: 2,000

Attribute(s): All

Rule: If your Bakugan's attribute is different than opponent's, your Bakugan gains +100 G-Power.

Unlock Conditions: Complete the Brave Battlers Tournament.

Serial Number: BA194-AB-SM

Blow Away



Store Price: 4,000

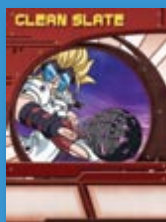
Attribute(s): Ventus

Rule: During a battle; +150 G-Power.

Unlock Conditions: Complete the Bakugan Master Cup Tournament.

Serial Number: VG003-AB-SM

Clean Slate



Store Price: 500

Attribute(s): Darkus

Rule: During a battle; +50 G-Power.

Unlock Conditions: Available at the beginning of the game.

Serial Number: BA224-AB-SM

Dan's Throw



Store Price: 500

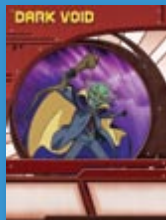
Attribute(s): Pyrus

Rule: During a battle; +50 G-Power.

Unlock Conditions: Available at the beginning of the game.

Serial Number: BA162-AB-SM

Dark Void



Store Price: 3,000

Attribute(s): All

Rule: Destroy the Battlefield Items your opponent has.

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: BA221-AB-SM

Dimension 4



Store Price: 4,000

Attribute(s): Darkus

Rule: During a battle; +150 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: VG006-AB-SM

Dive Mirage



Store Price: 4,000

Attribute(s): Aquos

Rule: During a battle; +150 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: VG002-AB-SM

Fire Wall



Store Price: 4,000

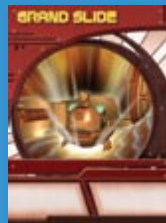
Attribute(s): Pyrus

Rule: During a battle; +150 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: VG001-AB-SM

Grand Slide



Store Price: 4,000

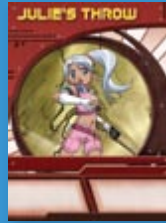
Attribute(s): Subterra

Rule: During a battle; +150 G-Power.

Unlock Conditions: Complete the Bakugan Master Cup Tournament.

Serial Number: VG004-AB-SM

Julie's Throw



Store Price: 2,000

Attribute(s): Subterra

Rule: During a battle; +100 G-Power.

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Serial Number: BA158-AB-SM



Console Nintendo DS

Gate Cards Ability Cards

Marionette



Store Price: 500

Attribute(s): Aquos

Rule: During a battle; +50 G-Power.

Unlock Conditions: Available at the beginning of the game.

Serial Number: BA226-AB-SM

Marucho's Throw



Store Price: 2,000

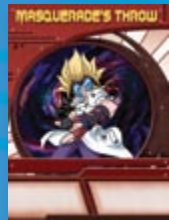
Attribute(s): Aquos

Rule: During a battle; +100 G-Power.

Unlock Conditions: Complete the Neo Challengers Tournament.

Serial Number: BA157-AB-SM

Masquerade's Throw



Store Price: 2,000

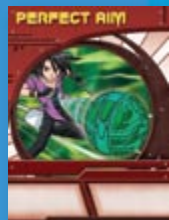
Attribute(s): Darkus

Rule: During a battle; +100 G-Power.

Unlock Conditions: Complete the Brave Battlers Tournament.

Serial Number: BA161-AB-SM

Perfect Aim



Store Price: 500

Attribute(s): Ventus

Rule: During a battle; +50 G-Power.

Unlock Conditions: Available at the beginning of the game.

Serial Number: BA222-AB-SM

Power Surge



Store Price: 2,000

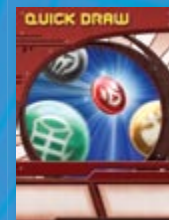
Attribute(s): All

Rule: Allows you to select a Shaking Battle.

Unlock Conditions: Complete the Brave Battlers Tournament.

Serial Number: VG009-AB-SM

Quick Draw



Store Price: 2,000

Attribute(s): All

Rule: Allows you to select a Shooting Battle.

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: VG008-AB-SM

Runo's Throw



Store Price: 2,000

Attribute(s): Haos

Rule: During a battle; +100 G-Power.

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Serial Number: BA159-AB-SM

Shining Nova



Store Price: 2,500

Attribute(s): All

Rule: If your Bakugan's attribute is different than opponent's, your Bakugan gains +150 G-Power.

Unlock Conditions: Complete the Ultimate Battle Tournament.

Serial Number: VG007-AB-SM

Shun's Throw



Store Price: 2,000

Attribute(s): Ventus

Rule: During a battle; +100 G-Power.

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Serial Number: BA160-AB-SM

Spark Out



Store Price: 4,000

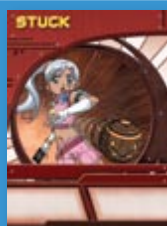
Attribute(s): Ventus

Rule: During a battle; +150 G-Power.

Unlock Conditions: Complete the Bakugan Master Cup Tournament.

Serial Number: VG005-AB-SM

Stuck



Store Price: 500

Attribute(s): Subterra

Rule: During a battle; +50 G-Power.

Unlock Conditions: Available at the beginning of the game.

Serial Number: BA227-AB-SM

Timing Battle



Store Price: 2,000

Attribute(s): All

Rule: Allows you to select a Timing Battle.

Unlock Conditions: Complete the Ultimate Battle Tournament.

Serial Number: VG010-AB-SM

Uneven Bump



Store Price: 1,000

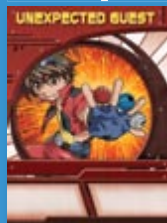
Attribute(s): All

Rule: If your Bakugan's attribute is different than opponent's, your Bakugan gains +50 G-Power.

Unlock Conditions: Complete the Neo Challengers Tournament.

Serial Number: BA187-AB-SM

Unexpected Guest



Store Price: 2,000

Attribute(s): Pyrus

Rule: During a battle; +100 G-Power.

Unlock Conditions: Complete the Neo Challengers Tournament.

Serial Number: BA223-AB-SM

Green

Alpha Blaster



Store Price: N/A

Attribute(s): All

Rule: Leonidas gets +200 G-Power.

Unlock Conditions: Available at the beginning of the game.

Serial Number: VG027-AB-SM

NOTE



The Alpha Blaster card is in your inventory at the beginning of the game and cannot be purchased from the store.

Blowing Winds



Store Price: 500

Attribute(s): Pyrus, Aquos, Ventus

Rule: During a battle; +100 G-Power if your enemy is Subterra, Haos, or Darkus.

Unlock Conditions: Available at the beginning of the game.

Serial Number: BA288-AB-SM

Blue Stealth



Store Price: 5,000

Attribute(s): All

Rule: Preyas gets +200 G-Power.

Unlock Conditions: Defeat Marucho (Normal or higher) in the Park.

Serial Number: VG015-AB-SM

Boosted Dragon



Store Price: 5,000

Attribute(s): All

Rule: Dragonoid gets +200 G-Power.

Unlock Conditions: Defeat Dan (Normal or higher) in the Park.

Serial Number: VG011-AB-SM

Chaos of the Darkness



Store Price: 5,000

Attribute(s): All

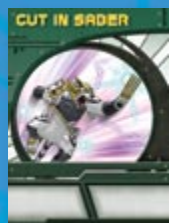
Rule: Hydranoid gets +200 G-Power.

Unlock Conditions: Complete Story Mode and defeat Masquerade (Normal or higher) in the Park.

Serial Number: VG020-AB-SM



Cut in Saber



Store Price: 5,000

Attribute(s): All

Rule: Tigrerra gets +200 G-Power.

Unlock Conditions: Defeat Runo (Normal or higher) in the Park.

Serial Number: VG013-AB-SM

Dark Sphere Impact



Store Price: 5,000

Attribute(s): All

Rule: Vladitor gets +200 G-Power.

Unlock Conditions: Defeat Marduk's hard deck in the Park.

Serial Number: VG029-AB-SM

Darkus Gazer



Store Price: 6,000

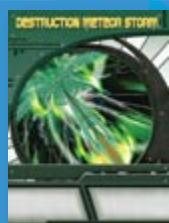
Attribute(s): All

Rule: Dual Hydranoid gets +400 G-Power.

Unlock Conditions: Complete Story Mode, obtain Hydranoid, and defeat Masquerade's hard deck in the Park.

Serial Number: VG021-AB-SM

Destruction Meteor Storm



Store Price: 6,000

Attribute(s): All

Rule: Storm Skyress gets +400 G-Power.

Unlock Conditions: Complete Story Mode, obtain Skyress, and defeat Shun's hard deck in the Park.

Serial Number: VG019-AB-SM

Equalizer



Store Price: 2,000

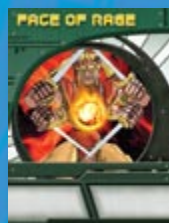
Attribute(s): Haos

Rule: During a battle; +150 G-Power if your enemy has more G-Power.

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: BA291-AB-SM

Face of Rage



Store Price: 5,000

Attribute(s): All

Rule: Fortress gets +200 G-Power.

Unlock Conditions: Defeat Chan (Normal or higher) in the Park.

Serial Number: VG024-AB-SM

Feather Storm



Store Price: 5,000

Attribute(s): All

Rule: Harpus gets +200 G-Power.

Unlock Conditions: Defeat Komba (Normal or higher) in the Park.

Serial Number: VG026-AB-SM

Fire Storm



Store Price: 5,000

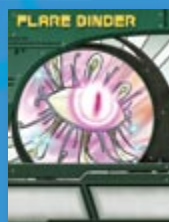
Attribute(s): All

Rule: Skyress gets +200 G-Power.

Unlock Conditions: Defeat Shun (Normal or higher) in the Park.

Serial Number: VG018-AB-SM

Flare Binder



Store Price: 5,000

Attribute(s): All

Rule: Tentaclear gets +200 G-Power.

Unlock Conditions: Defeat Julio (Normal or higher) in the Park.

Serial Number: VG025-AB-SM

Forcing Wave



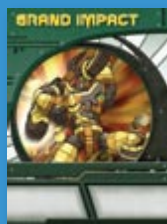
Store Price: 5,000

Attribute(s): All

Rule: Sirenoid gets +200 G-Power.

Unlock Conditions: Defeat Klaus (Normal or higher) in the Park.

Serial Number: VG023-AB-SM

Grand Impact

Store Price: 6,000

Attribute(s): All

Rule: Hammer Gorem gets +400 G-Power.

Unlock Conditions: Complete Story Mode, obtain Gorem, and defeat Julie's hard deck in the Park.

Serial Number: VG017-AB-SM

Ground Attack

Store Price: 3,000

Attribute(s): Subterra, Haos, Darkus

Rule: During a battle; +100 G-Power if your opponent is Pyrus, Aquos, or Ventus.

Unlock Conditions: Complete the Ultimate Battle Tournament.

Serial Number: BA289-AB-SM

Ground Shutdown

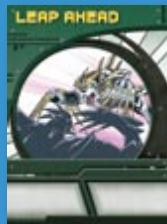
Store Price: 3,000

Attribute(s): Aquos, Subterra, Haos

Rule: During a battle; +200 G-Power if your opponent is Pyrus, Ventus, or Darkus.

Unlock Conditions: Complete the Ultimate Battle Tournament.

Serial Number: BA332-AB-SM

Leap Ahead

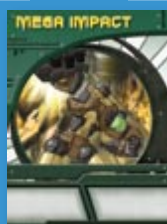
Store Price: 500

Attribute(s): Haos

Rule: During a battle; +50 G-Power for each Gate Card your opponent has won.

Unlock Conditions: Available at the beginning of the game.

Serial Number: BA192-AB-SM

Mega Impact

Store Price: 5,000

Attribute(s): All

Rule: Gorem gets +200 G-Power.

Unlock Conditions: Defeat Julie (Normal or higher) in the Park.

Serial Number: VG016-AB-SM

Meteor Strike Dragon

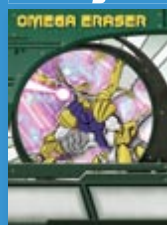
Store Price: 6,000

Attribute(s): All

Rule: Delta Dragonoid II gets +400 G-Power.

Unlock Conditions: Complete Story Mode, obtain Dragonoid, and defeat Dan's hard deck in the Park.

Serial Number: VG012-AB-SM

Omega Eraser

Store Price: N/A

Attribute(s): All

Rule: Omega Leonidas gets +400 G-Power.

Unlock Conditions: Complete Story Mode.

Serial Number: VG028-AB-SM

NOTE

The Omega Eraser card is automatically placed into your inventory when it is unlocked. It cannot be purchased from the store.

**Right Giganto**

Store Price: 5,000

Attribute(s): All

Rule: Cycloid gets +200 G-Power.

Unlock Conditions: Defeat Billy (Normal or higher) in the Park.

Serial Number: VG022-AB-SM

Tigrerra's Energy

Store Price: 5,000

Attribute(s): All

Rule: During a battle; + 100 G-Power if you have Tigrerra or Blade Tigrerra in your hand.

Unlock Conditions: Defeat Runo (Normal or higher) in the Park.

Serial Number: BA239-AB-SM



Console Nintendo DS

Gate Cards Ability Cards

Triple Threat



Store Price: 500

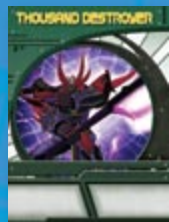
Attribute(s): Pyrus, Subterra, Darkus

Rule: During a battle; +100 G-Power if your enemy is Aquos, Ventus, or Haos.

Unlock Conditions: Available at the beginning of the game.

Serial Number: BA284-AB-SM

Thousand Destroyer



Store Price: 6,000

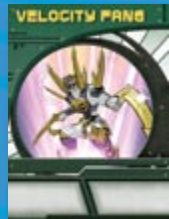
Attribute(s): All

Rule: Battle Ax Vladitor gets +400 G-Power.

Unlock Conditions: When your Bakugan ranking is number one, defeat Marduk (Hard) in the Park.

Serial Number: VG030-AB-SM

Velocity Fang



Store Price: 6,000

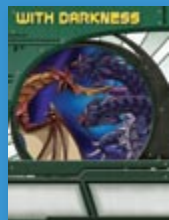
Attribute(s): All

Rule: Blade Tigrerra gets +400 G-Power.

Unlock Conditions: Complete Story Mode, obtain Tigrerra, and defeat Runo's hard deck in the Park.

Serial Number: VG014-AB-SM

With Darkness



Store Price: 500

Attribute(s): Pyrus, Darkus, Ventus

Rule: During a battle; +100 G-Power if your enemy is Aquos, Subterra, or Haos.

Unlock Conditions: Available at the beginning of the game.

Serial Number: BA287-AB-SM

Blue

Aquos and Ventus Combo



Store Price: 3,000

Attribute(s): Aquos

Rule: If your opponent's Bakugan is Ventus and your Bakugan is Aquos, your Bakugan gets +200 G-Power.

Unlock Conditions: Complete the Ultimate Battle Tournament.

Serial Number: VG038-AB-SM

Bakugan Spin



Store Price: 2,000

Attribute(s): All

Rule: Your Bakugan receives the G-Power you get from the roulette (max. 100).

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Serial Number: VG042-AB-SM

Blaze



Store Price: 1,500

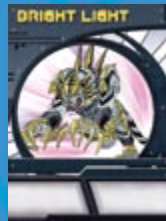
Attribute(s): Pyrus, Aquos, Ventus

Rule: During a battle; +80 G-Power.

Unlock Conditions: Available at the beginning of the game.

Serial Number: BA168-AB-SM

Bright Light



Store Price: 1,000

Attribute(s): Subterra, Haos, Darkus

Rule: During a battle; +50 G-Power.

Unlock Conditions: Available at the beginning of the game.

Serial Number: BA165-AB-SM

Circle of Fire



Store Price: 2,000

Attribute(s): Pyrus, Ventus

Rule: During a battle on an enemy Gate; +150 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: BA232-AB-SM

Dark Circumference



Store Price: 2,000

Attribute(s): Aquos, Subterra, Darkus

Rule: During a battle; +120 G-Power if your enemy has a higher printed G-Power.

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: BA325-AB-SM

Dark Growth



Store Price: 1,500

Attribute(s): Haos, Darkus, Ventus

Rule: During a battle; +80 G-Power.

Unlock Conditions: Complete the Neo Challengers Tournament.

Serial Number: BA231-AB-SM

Darkus and Aquos Combo



Store Price: 3,000

Attribute(s): Darkus

Rule: If your opponent's Bakugan is Aquos and your Bakugan is Darkus, your Bakugan gets +200 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: VG037-AB-SM

Fire Menace



Store Price: 2,000

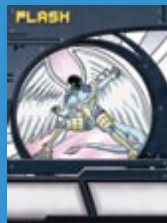
Attribute(s): Pyrus, Subterra

Rule: During a battle on an enemy Gate; +150 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: BA278-AB-SM

Flash



Store Price: 2,000

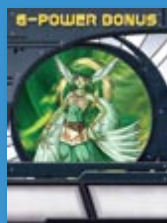
Attribute(s): Subterra, Haos

Rule: During a battle; +100 G-Power.

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Serial Number: BA228-AB-SM

G-Power Bonus



Store Price: 1,000

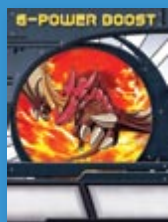
Attribute(s): Aquos, Darkus, Ventus

Rule: During a battle; +60 G-Power.

Unlock Conditions: Complete the Neo Challengers Tournament.

Serial Number: BA229-AB-SM

G-Power Boost



Store Price: 500

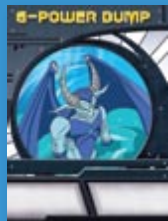
Attribute(s): Pyrus, Subterra, Darkus

Rule: During a battle; +60 G-Power.

Unlock Conditions: Available at the beginning of the game.

Serial Number: BA166-AB-SM

G-Power Bump



Store Price: 500

Attribute(s): Aquos, Haos, Ventus

Rule: During a battle; +60 G-Power.

Unlock Conditions: Available at the beginning of the game.

Serial Number: BA167-AB-SM

G-Power Spin



Store Price: 3,000

Attribute(s): All

Rule: Your Bakugan receives the G-Power you get from the roulette (max. 200).

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: VG043-AB-SM

G-Power Up



Store Price: 1,000

Attribute(s): Pyrus, Subterra, Haos

Rule: During a battle; +60 G-Power.

Unlock Conditions: Complete the Neo Challengers Tournament.

Serial Number: BA230-AB-SM

Gusty Maneuver



Store Price: 2,000

Attribute(s): Pyrus, Subterra, Ventus

Rule: During a battle; +120 G-Power if your enemy has a higher printed G-Power.

Unlock Conditions: Complete the Bakugan Master Cup Tournament.

Serial Number: BA326-AB-SM



Haos and Darkus Combo



Store Price: 3,000

Attribute(s): Haos

Rule: If your opponent's Bakugan is Darkus and your Bakugan is Haos, your Bakugan gets +200 G-Power.

Unlock Conditions: Complete the Ultimate Battle Tournament.

Serial Number: VG036-AB-SM

Heated Glow



Store Price: 3,000

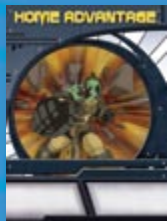
Attribute(s): Pyrus, Aquos, Haos

Rule: During a battle; +100 G-Power if your enemy has a higher printed G-Power.

Unlock Conditions: Complete the Brave Battlers Tournament.

Serial Number: BA324-AB-SM

Home Advantage



Store Price: 2,000

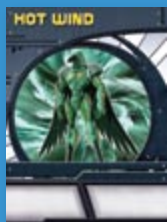
Attribute(s): Aquos, Subterra

Rule: During a battle on your Gate Card; +100 G-Power.

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Serial Number: BA169-AB-SM

Hot Wind



Store Price: 1,000

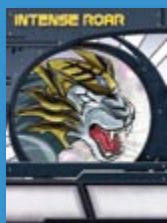
Attribute(s): Pyrus, Darkus, Ventus

Rule: During a battle; +50 G-Power.

Unlock Conditions: Available at the beginning of the game.

Serial Number: BA190-AB-SM

Intense Roar



Store Price: 1,000

Attribute(s): Pyrus, Haos, Ventus

Rule: During a battle; +60 G-Power.

Unlock Conditions: Available at the beginning of the game.

Serial Number: BA279-AB-SM

Mega Impact



Store Price: 2,000

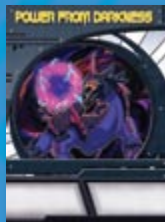
Attribute(s): Aquos, Subterra, Haos

Rule: During a battle; +100 G-Power.

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Serial Number: BA188-AB-SM

Power from Darkness



Store Price: 3,000

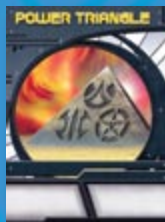
Attribute(s): Haos, Darkus

Rule: During a battle on an enemy Gate; +150 G-Power.

Unlock Conditions: Complete the Brave Battlers Tournament.

Serial Number: BA170-AB-SM

Power Triangle



Store Price: 3,000

Attribute(s): Pyrus, Aquos, Haos

Rule: During a battle; +50 G-Power for each Gate Card you've won.

Unlock Conditions: Complete the Brave Battlers Tournament.

Serial Number: BA281-AB-SM

Pyrus and Darkus Combo



Store Price: 3,000

Attribute(s): Pyrus, Darkus

Rule: If you have Pyrus and Darkus Bakugan in your hand, the Bakugan in the battle gets +200 G-Power.

Unlock Conditions: Complete the Bakugan Master Cup Tournament.

Serial Number: VG031-AB-SM

Pyrus and Subterra Combo



Store Price: 3,000

Attribute(s): Pyrus

Rule: If your opponent's Bakugan is Subterra and your Bakugan is Pyrus, your Bakugan gets +200 G-Power.

Unlock Conditions: Complete the Bakugan Master Cup Tournament.

Serial Number: VG034-AB-SM

Pyrus, Aquos, and Haos Combo



Store Price: 4,000

Attribute(s): Pyrus, Aquos, Haos

Rule: If the combination of your Bakugan in your hand is Pyrus, Aquos, and Haos, your Bakugan in the battle gets +400 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: VG040-AB-SM

Subterra and Aquos Combo



Store Price: 3,000

Attribute(s): Aquos, Subterra

Rule: If you have Subterra and Aquos Bakugan in your hand, the Bakugan in the battle gets +200 G-Power.

Unlock Conditions: Complete the Ultimate Battle Tournament.

Serial Number: VG033-AB-SM

Subterra and Haos Combo



Store Price: 3,000

Attribute(s): Subterra

Rule: If your opponent's Bakugan is Haos and your Bakugan is Subterra, your Bakugan gets +200 G-Power.

Unlock Conditions: Complete the Ultimate Battle Tournament.

Serial Number: VG035-AB-SM

Subterra, Ventus, and Darkus Combo



Store Price: 4,000

Attribute(s): Subterra, Darkus, Ventus

Rule: If the combination of your Bakugan in your hand is Subterra, Ventus, and Darkus, your Bakugan in the battle gets +400 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: VG041-AB-SM

Summon Wave



Store Price: 3,000

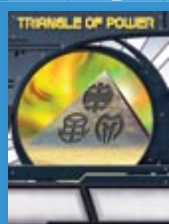
Attribute(s): Pyrus, Aquos

Rule: During a battle on an enemy Gate; +150 G-Power.

Unlock Conditions: Complete the Brave Battlers Tournament.

Serial Number: BA172-AB-SM

Triangle of Power



Store Price: 3,000

Attribute(s): Subterra, Darkus, Ventus

Rule: During a battle; +50 G-Power for each Gate Card you've won.

Unlock Conditions: Complete the Brave Battlers Tournament.

Serial Number: BA280-AB-SM

Turn of Fortune



Store Price: 5,000

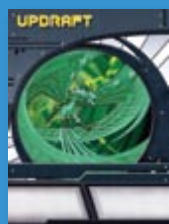
Attribute(s): All

Rule: Your Bakugan receives the G-Power you get from the roulette (max. 400).

Unlock Conditions: Complete the Maximum Power Tournament.

Serial Number: VG044-AB-SM

Updraft



Store Price: 2,000

Attribute(s): Pyrus, Ventus

Rule: During a battle on your Gate; +100 G-Power.

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Serial Number: BA235-AB-SM

Ventus and Haos Combo



Store Price: 3,000

Attribute(s): Haos, Ventus

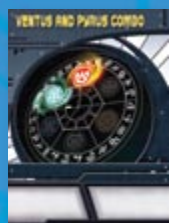
Rule: If you have Ventus and Haos Bakugan in your hand, the Bakugan in the battle gets +200 G-Power.

Unlock Conditions: Complete the Ultimate Battle Tournament.

Serial Number: VG032-AB-SM



Ventus and Pyrus Combo



Store Price: 3,000

Attribute(s): Ventus

Rule: If your opponent's Bakugan is Pyrus and your Bakugan is Ventus, your Bakugan gets +200 G-Power.

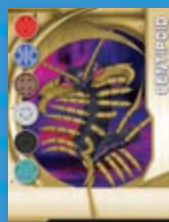
Unlock Conditions: Complete the Bakugan Master Cup Tournament.

Serial Number: VG039-AB-SM

NINTENDO DS

Gate Cards Gold

Centipoid



Store Price: 350

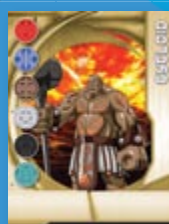
Rule: Centipoids get the Gate bonus twice!

Unlock Conditions: Complete the Neo Challengers Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
70	40	140	130	160	100

Cycloid



Store Price: 5,000

Rule: Cycloids get the Gate bonus twice!

Unlock Conditions: Complete the Maximum Power Tournament and defeat Akira in a 1-on-1 battle in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
150	120	180	120	100	60

Dragonoid



Store Price: 5,000

Rule: Dragonoids get the Gate bonus twice!

Unlock Conditions: Complete the Maximum Power Tournament and team up with Marucho to win a Tag Team Battle in the Park against Shuji and Chan.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
150	50	70	30	50	40

Delta Dragonoid II



Store Price: 10,000

Rule: Delta Dragonoid IIs get the Gate bonus twice!

Unlock Conditions: Complete the Maximum Power Tournament and team up with Marucho to win a Tag Team Battle in the Park against Shuji and Chan.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
200	100	150	50	100	50

Falconeer



Store Price: 250

Rule: Falconeers get the Gate bonus twice!

Unlock Conditions: Available at the beginning of the game.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
80	100	80	70	80	160

Fear Ripper



Store Price: 450

Rule: Fear Rippers get the Gate bonus twice!

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
90	110	90	170	70	80

Fortress



Store Price: 5,000

Rule: Fortresses get the Gate bonus twice!

Unlock Conditions: Complete the Maximum Power Tournament and team up with Marucho to win a Tag Team Battle in the Park against Shuji and Chan.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
180	110	170	130	100	140

Gargonoid



Store Price: 350

Rule: Gargonoids get the Gate bonus twice!

Unlock Conditions: Complete the Neo Challengers Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
160	110	70	40	70	160

Gorem



Store Price: 5,000

Rule: Gorems get the Gate bonus twice!

Unlock Conditions: Complete the Maximum Power Tournament and defeat Akira in a 1-on-1 battle in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
80	10	150	20	30	50

Hammer Gorem



Store Price: 10,000

Rule: Hammer Gorems get the Gate bonus twice!

Unlock Conditions: Complete the Maximum Power Tournament and defeat Akira in a 1-on-1 battle in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
150	90	200	120	70	130

Griffon



Store Price: 600

Rule: Griffons get the Gate bonus twice!

Unlock Conditions: Complete the Brave Battlers Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
140	120	100	130	50	80

Harpus



Store Price: 5,000

Rule: Harpuses get the Gate bonus twice!

Unlock Conditions: Complete the Maximum Power Tournament and team up with Komba to win a Tag Team Battle in the Park against Jewls and Jenny.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
120	140	100	110	90	180

Hydranoid



Store Price: 5,000

Rule: Hydranoids get the Gate bonus twice!

Unlock Conditions: Complete the Maximum Power Tournament and defeat Shuji, Akira, and Jenny in a Battle Royale in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
20	40	10	10	150	50

Dual Hydranoid



Store Price: 10,000

Rule: Dual Hydranoids get the Gate bonus twice!

Unlock Conditions: Complete the Maximum Power Tournament and defeat Shuji, Akira, and Jenny in a Battle Royale in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
70	90	130	130	200	60



Juggernaut



Store Price: 250

Rule: Juggernauts get the Gate bonus twice!

Unlock Conditions: Available at the beginning of the game.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
80	160	70	100	70	40

Laserman



Store Price: 1,200

Rule: Lasermans get the Gate bonus twice!

Unlock Conditions: Complete the Bakugan Master Cup Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
80	100	130	90	180	130

Leonidas



Store Price: 3,000

Rule: Leonidas get the Gate bonus twice!

Unlock Conditions: Complete the Bakugan Master Cup Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
100	100	100	100	100	100

Omega Leonidas



Store Price: 10,000

Rule: Omega Leonidas get the Gate bonus twice!

Unlock Conditions: Complete Story Mode.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
200	200	200	200	200	200

Monarus



Store Price: 600

Rule: Monaruses get the Gate bonus twice!

Unlock Conditions: Complete the Brave Battlers Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
30	50	70	80	20	180

Preyas



Store Price: 5,000

Rule: Preyases get the Gate bonus twice!

Unlock Conditions: Complete the Maximum Power Tournament and defeat Jenny in a 1-on-1 battle in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
10	150	150	20	150	10

Preyas's



Store Price: 10,000

Rule: Preyas II Angelos and Diablos get the Gate bonus twice!

Unlock Conditions: Complete the Maximum Power Tournament and defeat Jenny in a 1-on-1 battle in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
100	200	180	50	180	10

Reaper



Store Price: 4,000

Rule: Reapers get the Gate bonus twice!

Unlock Conditions: Complete the Maximum Power Tournament and defeat Shuji, Akira, and Jenny in a Battle Royale in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
100	50	150	70	200	140

Robotallion



Store Price: 250

Rule: Robotallions get the Gate bonus twice!

Unlock Conditions: Available at the beginning of the game.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
160	110	90	120	90	40

Saurus



Store Price: 250

Rule: Sauruses get the Gate bonus twice!

Unlock Conditions: Available at the beginning of the game.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
100	50	180	100	50	80

Serpenoid



Store Price: 250

Rule: Serpenoids get the Gate bonus twice!

Unlock Conditions: Available at the beginning of the game.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
180	60	90	140	130	50

Siege



Store Price: 450

Rule: Sieges get the Gate bonus twice!

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
70	170	60	100	60	50

Sirenoid



Store Price: 5,000

Rule: Sirenoids get the Gate bonus twice!

Unlock Conditions: Complete the Maximum Power Tournament and defeat Jenny in a 1-on-1 battle in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
150	180	110	120	70	130

Skyress



Store Price: 5,000

Rule: Skyresses get the Gate bonus twice!

Unlock Conditions: Complete the Maximum Power Tournament and team up with Komba to win a Tag Team Battle in the Park against Jewls and Jenny.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
20	50	50	50	70	150

Storm Skyress



Store Price: 10,000

Rule: Storm Skyresses get the Gate bonus twice!

Unlock Conditions: Complete the Maximum Power Tournament and team up with Komba to win a Tag Team Battle in the Park against Jewls and Jenny.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
150	50	60	90	40	200

Stinglash



Store Price: 350

Rule: Stinglashes get the Gate bonus twice!

Unlock Conditions: Complete the Neo Challengers Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
80	90	130	50	150	50



Tentaclear



Store Price: 5,000

Rule: Tentaclears get the Gate bonus twice!

Unlock Conditions: Complete the Maximum Power Tournament and defeat Jewls, Jenny, and Runo in a Battle Royale in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
120	100	150	180	100	50

Terrorclaw



Store Price: 900

Rule: Terrorclaws get the Gate bonus twice!

Unlock Conditions: Complete the Maximum Power Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
40	180	90	40	40	80

Tigrerra



Store Price: 5,000

Rule: Tigrerras get the Gate bonus twice!

Unlock Conditions: Complete the Maximum Power Tournament and defeat Jewls, Jenny, and Runo in a Battle Royale in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
50	50	90	150	20	10

Blade Tigrerra



Store Price: 10,000

Rule: Blade Tigrerras get the Gate bonus twice!

Unlock Conditions: Complete the Maximum Power Tournament and defeat Jewls, Jenny, and Runo in a Battle Royale in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
50	40	90	200	150	60

Vladitor



Store Price: 15,000

Rule: Vladitor get the Gate bonus twice!

Unlock Conditions: Complete Story Mode.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
20	20	20	20	150	20

Battle Ax Vladitor



Store Price: 25,000

Rule: Battle Ax Vladitor get the Gate bonus twice!

Unlock Conditions: Complete Story Mode.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
10	10	10	10	200	10

Silver

Aquos Vortex



Store Price: 280

Unlock Conditions: Complete the Neo Challengers Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
60	150	120	50	20	20

Black Hole



Store Price: 400

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
120	100	150	50	100	50

Blue Sky

Store Price: 560

Unlock Conditions: Complete the Brave Battlers Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
50	40	40	110	70	150

The Cliffs

Store Price: 400

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
120	100	150	50	100	50

Dusk

Store Price: 200

Unlock Conditions: Available at the beginning of the game.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
80	20	20	60	140	120

Earthen Mound

Store Price: 400

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
50	90	200	170	110	50

Earthen Wave

Store Price: 890

Unlock Conditions: Complete the Maximum Power Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
140	120	80	20	40	60

Elevated Field

Store Price: 280

Unlock Conditions: Complete the Neo Challengers Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
90	110	100	90	110	100

Fields of Lava

Store Price: 2,000

Unlock Conditions: Complete the Maximum Power Tournament and defeat Shuji, Akira, and Jenny in a Battle Royale in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
80	70	20	120	170	120

Fire Pit

Store Price: 200

Unlock Conditions: Available at the beginning of the game.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
140	120	80	20	20	60



Force Wind



Store Price: 560

Unlock Conditions: Complete the Brave Battlers Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
120	80	20	40	60	140

Haunted Night



Store Price: 2,000

Unlock Conditions: Complete the Maximum Power Tournament and defeat Shuji, Akira, and Jenny in a Battle Royale in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
110	50	50	90	200	170

Heavy Surf



Store Price: 280

Unlock Conditions: Complete the Neo Challengers Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
60	140	120	80	20	40

High Energy



Store Price: 200

Unlock Conditions: Available at the beginning of the game.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
110	120	120	110	120	120

Light-Burst



Store Price: 200

Unlock Conditions: Available at the beginning of the game.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
50	50	90	200	170	110

Low Energy



Store Price: 1,150

Unlock Conditions: Complete the Bakugan Master Cup Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
50	60	20	70	50	20

Muddy Ground



Store Price: 200

Unlock Conditions: Available at the beginning of the game.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
20	60	140	120	80	20

Nightmare



Store Price: 2,000

Unlock Conditions: Complete the Maximum Power Tournament and defeat Shuji, Akira, and Jenny in a Battle Royale in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
80	70	20	120	170	120

Pit Dweller

Store Price: 2,000

Unlock Conditions: Complete the Maximum Power Tournament and defeat Shuji, Akira, and Jenny in a Battle Royale in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
100	50	120	100	150	50

Powder Keg

Store Price: 890

Unlock Conditions: Complete the Maximum Power Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
140	120	80	20	40	60

Sand Storm

Store Price: 400

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
110	80	110	50	20	170

The Spires

Store Price: 560

Unlock Conditions: Complete the Brave Battlers Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
50	40	40	110	70	150

Spitting Fire

Store Price: 2,000

Unlock Conditions: Complete the Maximum Power Tournament and defeat Jenny in a 1-on-1 battle in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
60	150	120	50	20	20

Sun Spot

Store Price: 2,000

Unlock Conditions: Complete the Maximum Power Tournament and defeat Akira in a 1-on-1 battle in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
60	140	120	80	20	40

Sunrise

Store Price: 1,150

Unlock Conditions: Complete the Bakugan Master Cup Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
20	20	60	140	120	80

Tornado Alley

Store Price: 560

Unlock Conditions: Complete the Brave Battlers Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
170	110	50	50	90	180



Tsunami



Store Price: 200

Unlock Conditions: Available at the beginning of the game.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
20	170	110	80	110	50

Vacuum



Store Price: 560

Unlock Conditions: Complete the Brave Battlers Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
50	20	50	60	20	70

Volcanic Lake



Store Price: 890

Unlock Conditions: Complete the Maximum Power Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
200	170	110	50	50	90

Whirlpool



Store Price: 280

Unlock Conditions: Complete the Neo Challengers Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
90	200	170	110	50	50

Whirlpool



Store Price: 2,000

Unlock Conditions: Complete the Maximum Power Tournament and defeat Shuji, Akira, and Jenny in a Battle Royale in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
100	50	120	100	150	50

Wind Farm



Store Price: 560

Unlock Conditions: Complete the Brave Battlers Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
50	20	50	60	20	70

Copper



Amped

Store Price: 660

Rule: The lowest printed G-Power is doubled.

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
20	0	20	0	20	0

Bait and Switch



Store Price: 2,500

Rule: The player with fewer captured Gate Cards regains their Blue Ability Card.

Unlock Conditions: Complete the Maximum Power Tournament and defeat Jewls, Jenny, and Runo in a Battle Royale in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
150	50	90	70	50	100

Blinding Flash

Store Price: 2,000

Rule: If one of the Bakugan is Haos, swap each Bakugan's printed G-Power.

Unlock Conditions: Complete the Bakugan Master Cup Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
110	80	60	90	120	140

Clipped Wings

Store Price: 2,500

Rule: The Bakugan with the higher G-Power Boost may not play Ability Cards.

Unlock Conditions: Complete the Maximum Power Tournament and team up with Marucho to win a Tag Team Battle in the Park against Shuji and Chan.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
100	170	120	130	100	90

Darkus Dealings

Store Price: 5,000

Rule: If one of the Bakugan is Darkus, swap each Bakugan's printed G-Power.

Unlock Conditions: Complete the Maximum Power Tournament and defeat Shuji, Akira, and Jenny in a Battle Royale in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
80	50	30	50	140	80

Delayed Attack

Store Price: 5,000

Rule: The player with fewer captured Gate Cards regains all of their Ability Cards.

Unlock Conditions: Complete Story Mode.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
100	40	50	110	150	50

Down for the Count

Store Price: 660

Rule: The Bakugan with the lowest G-Power Boost may not play Ability Cards.

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
150	80	170	130	110	100

Electrified

Store Price: 7,500

Rule: The player with fewer captured Gate Cards regains their Green Ability Card.

Unlock Conditions: Complete the Maximum Power Tournament and defeat Akira in a 1-on-1 battle in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
250	200	300	250	200	150

Elements

Store Price: 2,000

Rule: The lowest printed G-Power is doubled.

Unlock Conditions: Complete the Bakugan Master Cup Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
100	120	80	170	150	70

Flaming Wind

Store Price: 1,500

Rule: If one of the Bakugan is Pyrus, swap each Bakugan's printed G-Power.

Unlock Conditions: Complete the Maximum Power Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
80	50	20	20	50	80



Flat Out



Store Price: 2,500

Rule: The player with the lowest printed G-Power regains their Red Ability Card.

Unlock Conditions: Complete the Maximum Power Tournament and defeat Jenny in a 1-on-1 battle in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
100	150	70	50	80	150

G-Power Exchange



Store Price: 300

Rule: Swap each Bakugan's printed G-Power.

Unlock Conditions: Available at the beginning of the game.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
60	30	50	20	20	40

G-Power Swap



Store Price: 1,020

Rule: Swap each Bakugan's printed G-Power.

Unlock Conditions: Complete the Brave Battlers Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
70	90	130	130	100	60

Heat Haze



Store Price: 2,500

Rule: The player with the lowest printed G-Power regains their Green Ability Card.

Unlock Conditions: Complete the Maximum Power Tournament and team up with Komba to win a Tag Team Battle in the Park against Jewls and Jenny.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
70	170	120	130	90	200

Heavy Load



Store Price: 2,500

Rule: The player with more captured Gate Cards may not play Ability Cards.

Unlock Conditions: Complete the Maximum Power Tournament and team up with Marucho to win a Tag Team Battle in the Park against Shuji and Chan.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
150	50	100	90	130	20

Load Up



Store Price: 2,500

Rule: The player with fewer captured Gate Cards regains their Red Ability Card.

Unlock Conditions: Complete the Maximum Power Tournament and team up with Komba to win a Tag Team Battle in the Park against Jewls and Jenny.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
100	150	70	50	80	150

Lockdown



Store Price: 300

Rule: Double all G-Power bonuses given by Ability Cards in this battle.

Unlock Conditions: Available at the beginning of the game.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
110	100	80	70	50	40

Lucky Find



Store Price: 2,000

Rule: The lowest printed G-Power is doubled.

Unlock Conditions: Complete the Bakugan Master Cup Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
80	60	20	90	70	50

Mega Warrior



Store Price: 300

Rule: During a battle, +100 G-Power for each Gate Card its owner has won.

Unlock Conditions: Available at the beginning of the game.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
100	40	50	110	150	50

Molten Rock



Store Price: 1,020

Rule: The lowest printed G-Power is doubled.

Unlock Conditions: Complete the Brave Battlers Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
70	90	120	130	100	60

Naga's Wrath



Store Price: 10,000

Rule: Each Bakugan in the battle gains 150 G-Power for each Bakugan that player has on the battlefield.

Unlock Conditions: Complete the Maximum Power Tournament and defeat Shuji, Akira, and Jenny in a Battle Royale in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
110	100	80	70	50	40

Overtake



Store Price: 420

Rule: The lowest printed G-Power is doubled.

Unlock Conditions: Complete the Neo Challengers Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
80	90	50	50	60	80

Power Siphon



Store Price: 420

Rule: If one of the Bakugan is Aquos, swap each Bakugan's printed G-Power.

Unlock Conditions: Complete the Neo Challengers Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
110	100	80	70	50	40

Reflexes



Store Price: 420

Rule: The lowest printed G-Power is doubled.

Unlock Conditions: Complete the Neo Challengers Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
110	170	110	140	170	140

Sand Trap



Store Price: 660

Rule: If one of the Bakugan is Subterra, swap each Bakugan's printed G-Power.

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
80	60	90	120	140	90

Scuttle



Store Price: 2,500

Rule: The Bakugan with the higher printed G-Power may not play Ability Cards.

Unlock Conditions: Complete the Maximum Power Tournament and defeat Jenny in a 1-on-1 battle in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
60	80	50	20	90	70



Stand Off



Store Price: 300

Rule: No Ability Cards may be played.

Unlock Conditions: Available at the beginning of the game.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
140	80	50	80	60	20

Stand Your Ground



Store Price: 300

Rule: Both players regain all Ability Cards.

Unlock Conditions: Available at the beginning of the game.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
20	80	140	50	60	110

Take Cover



Store Price: 1,020

Rule: If one of the Bakugan is Ventus, swap each Bakugan's printed G-Power.

Unlock Conditions: Complete the Brave Battlers Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
110	60	90	120	140	110

Trick Jump



Store Price: 300

Rule: Your Bakugan gains 100 G-Power for each Ability Card you've used.

Unlock Conditions: Available at the beginning of the game.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
110	80	60	90	120	140

Waist Deep



Store Price: 1,500

Rule: The lowest printed G-Power is doubled.

Unlock Conditions: Complete the Maximum Power Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
170	80	120	100	70	150

Wind Tunnel



Store Price: 2,500

Rule: The player with the lowest printed G-Power regains their Blue Ability Card.

Unlock Conditions: Complete the Maximum Power Tournament and team up with Marucho to win a Tag Team Battle in the Park against Shuji and Chan.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
150	50	90	70	50	100

Ability Cards Red

Aquos Double Input



Store Price: 1,500

Attribute(s): Aquos

Rule: If your Bakugan is Aquos, your attack doubles.

Unlock Conditions: Complete the Neo Challengers Tournament.

Aquos Swap



Store Price: 1,000

Attribute(s): Aquos

Rule: If your Bakugan is Aquos, the Bakugan have their G-Power swapped.

Unlock Conditions: Complete the Neo Challengers Tournament.

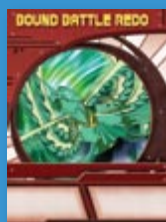
Aquos Time Breaker

Store Price: 1,000

Attribute(s): Aquos

Rule: If your Bakugan is Aquos, you can temporarily disable your opponent's attack.

Unlock Conditions: Complete the Neo Challengers Tournament.

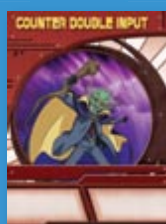
Bound Battle Redo

Store Price: 2,700

Attribute(s): All

Rule: Start the battle over as a Bound Battle.

Unlock Conditions: Complete the Bakugan Master Cup Tournament.

Counter Double Input

Store Price: 10,000

Attribute(s): All

Rule: If you and your opponent's Bakugan have different attributes, your attack doubles.

Unlock Conditions: Complete Story Mode.

Counter Swap

Store Price: 7,500

Attribute(s): All

Rule: If you and your opponent's Bakugan have different attributes, the Bakugan have their G-Power swapped.

Unlock Conditions: Complete Story Mode.

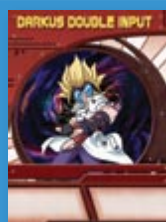
Counter Time Breaker

Store Price: 7,500

Attribute(s): All

Rule: If you and your opponent's Bakugan have different attributes, you can temporarily disable your opponent's attack.

Unlock Conditions: Complete Story Mode.

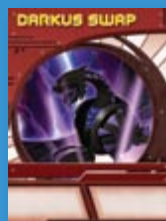
Darkus Double Input

Store Price: 4,200

Attribute(s): Darkus

Rule: If your Bakugan is Darkus, your attack doubles.

Unlock Conditions: Complete the Maximum Power Tournament and defeat Shuji, Akira, and Jenny in a Battle Royale in the Park.

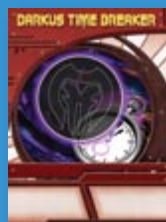
Darkus Swap

Store Price: 5,000

Attribute(s): Darkus

Rule: If your Bakugan is Darkus, the Bakugan have their G-Power swapped.

Unlock Conditions: Complete the Maximum Power Tournament and defeat Shuji, Akira, and Jenny in a Battle Royale in the Park.

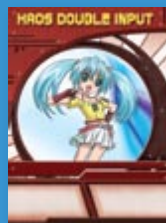
Darkus Time Breaker

Store Price: 4,200

Attribute(s): Darkus

Rule: If your Bakugan is Darkus, you can temporarily disable your opponent's attack.

Unlock Conditions: Complete the Maximum Power Tournament and defeat Shuji, Akira, and Jenny in a Battle Royale in the Park.

Haos Double Input

Store Price: 5,500

Attribute(s): Haos

Rule: If your Bakugan is Haos, your attack doubles.

Unlock Conditions: Complete the Bakugan Master Cup Tournament.

Haos Swap

Store Price: 4,100

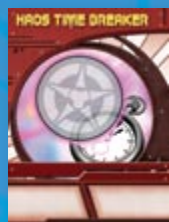
Attribute(s): Haos

Rule: If your Bakugan is Haos, the Bakugan have their G-Power swapped.

Unlock Conditions: Complete the Bakugan Master Cup Tournament.



Haos Time Breaker



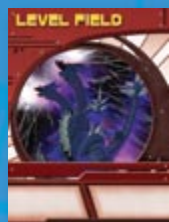
Store Price: 4,100

Attribute(s): Haos

Rule: If your Bakugan is Haos, you can temporarily disable your opponent's attack.

Unlock Conditions: Complete the Bakugan Master Cup Tournament.

Level Field



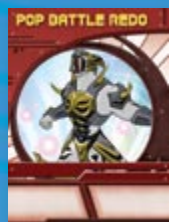
Store Price: 5,000

Attribute(s): All

Rule: Start the battle over with both players tied.

Unlock Conditions: Complete Story Mode.

Pop Battle Redo



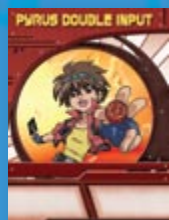
Store Price: 1,700

Attribute(s): All

Rule: Start the battle over as a Pop Battle.

Unlock Conditions: Complete the Brave Battlers Tournament.

Pyrus Double Input



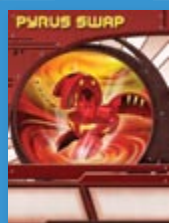
Store Price: 4,500

Attribute(s): Pyrus

Rule: If your Bakugan is Pyrus, your attack doubles.

Unlock Conditions: Complete the Maximum Power Tournament.

Pyrus Swap



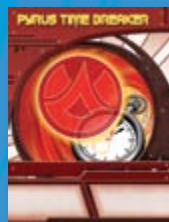
Store Price: 3,000

Attribute(s): Pyrus

Rule: If your Bakugan is Pyrus, the Bakugan have their G-Power swapped.

Unlock Conditions: Complete the Maximum Power Tournament.

Pyrus Time Breaker



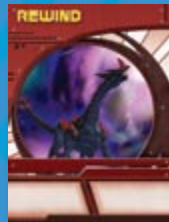
Store Price: 3,000

Attribute(s): Pyrus

Rule: If your Bakugan is Pyrus, you can temporarily disable your opponent's attack.

Unlock Conditions: Complete the Maximum Power Tournament.

Rewind



Store Price: 250

Attribute(s): All

Rule: Start the battle over.

Unlock Conditions: Available at the beginning of the game.

Scratch Battle Redo



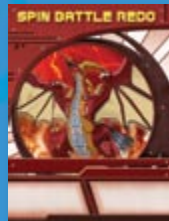
Store Price: 500

Attribute(s): All

Rule: Start the battle over as a Scratch Battle.

Unlock Conditions: Available at the beginning of the game.

Spin Battle Redo



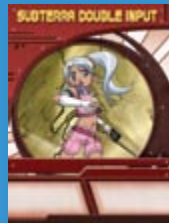
Store Price: 750

Attribute(s): All

Rule: Start the battle over as a Spin Battle.

Unlock Conditions: Complete the Neo Challengers Tournament.

Subterra Double Input



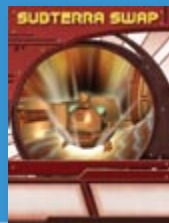
Store Price: 2,200

Attribute(s): Subterra

Rule: If your Bakugan is Subterra, your attack doubles.

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Subterra Swap



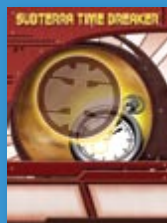
Store Price: 1,600

Attribute(s): Subterra

Rule: If your Bakugan is Subterra, the Bakugan have their G-Power swapped.

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Subterra Time Breaker



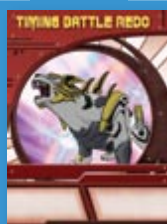
Store Price: 1,600

Attribute(s): Subterra

Rule: If your Bakugan is Subterra, you can temporarily disable your opponent's attack.

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Timing Battle Redo



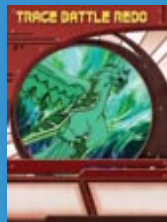
Store Price: 1,100

Attribute(s): All

Rule: Start the battle over as a Timing Battle.

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Trace Battle Redo



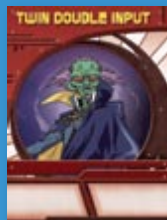
Store Price: 2,200

Attribute(s): All

Rule: Start the battle over as a Trace Battle.

Unlock Conditions: Complete the Maximum Power Tournament.

Twin Double Input



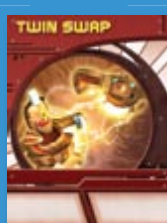
Store Price: 1,000

Attribute(s): All

Rule: If you and your opponent's Bakugan have the same attribute, your attack doubles.

Unlock Conditions: Available at the beginning of the game.

Twin Swap



Store Price: 750

Attribute(s): All

Rule: If you and your opponent's Bakugan have the same attribute, the Bakugan have their G-Power swapped.

Unlock Conditions: Available at the beginning of the game.

Twin Time Breaker



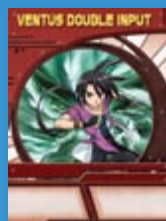
Store Price: 750

Attribute(s): All

Rule: If you and your opponent's Bakugan have the same attribute, you can temporarily disable your opponent's attack.

Unlock Conditions: Available at the beginning of the game.

Ventus Double Input



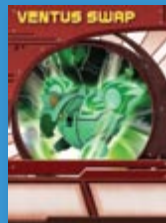
Store Price: 3,500

Attribute(s): Ventus

Rule: If your Bakugan is Ventus, your attack doubles.

Unlock Conditions: Complete the Brave Battlers Tournament.

Ventus Swap



Store Price: 2,600

Attribute(s): Ventus

Rule: If your Bakugan is Ventus, the Bakugan have their G-Power swapped.

Unlock Conditions: Complete the Brave Battlers Tournament.

Ventus Time Breaker



Store Price: 2,600

Attribute(s): Ventus

Rule: If your Bakugan is Ventus, you can temporarily disable your opponent's attack.

Unlock Conditions: Complete the Brave Battlers Tournament.

Green

Alpha Blaster



Store Price: 5,000

Attribute(s): All

Rule: Leonidas gets +200 G-Power.

Unlock Conditions: Complete the Bakugan Master Cup Tournament.



Blue Stealth



Store Price: 2,500

Attribute(s): All

Rule: Preyas gets +200 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament and defeat Jenny in a 1-on-1 battle in the Park.

Boosted Dragon



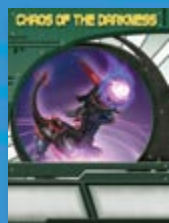
Store Price: 2,500

Attribute(s): All

Rule: Dragonoid gets +200 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament and team up with Marucho to win a Tag Team Battle in the Park against Shuji and Chan.

Chaos of the Darkness



Store Price: 2,500

Attribute(s): All

Rule: Hydranoid gets +200 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament and defeat Shuji, Akira, and Jenny in a Battle Royale in the Park.

Copped Copper



Store Price: 500

Attribute(s): All

Rule: Battle on a Copper Gate Card is skipped. The player with the highest G-Power wins.

Unlock Conditions: Available at the beginning of the game.

Cut in Saber



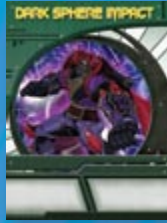
Store Price: 2,500

Attribute(s): All

Rule: Tigrerra gets +200 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament and defeat Jewls, Jenny, and Runo in a Battle Royale in the Park.

Dark Sphere Impact



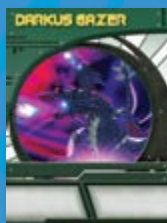
Store Price: 5,000

Attribute(s): All

Rule: Vladitor gets +200 G-Power.

Unlock Conditions: Complete Story Mode.

Darkus Gazer



Store Price: 5,000

Attribute(s): All

Rule: Dual Hydranoid gets +200 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament and defeat Shuji, Akira, and Jenny in a Battle Royale in the Park.

Destruction Meteor Storm



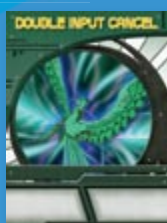
Store Price: 5,000

Attribute(s): All

Rule: Storm Skyress gets +200 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament and team up with Komba to win a Tag Team Battle in the Park against Jewls and Jenny.

Double Input Cancel



Store Price: 1,000

Attribute(s): All

Rule: Your opponent cannot use any Double Input cards.

Unlock Conditions: Complete the Neo Challengers Tournament.

Face of Rage



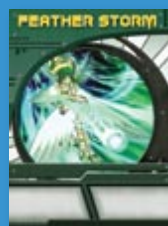
Store Price: 2,500

Attribute(s): All

Rule: Fortress gets +200 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament and team up with Marucho to win a Tag Team Battle in the Park against Shuji and Chan.

Feather Storm



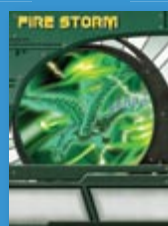
Store Price: 2,500

Attribute(s): All

Rule: Harpus gets +200 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament and team up with Komba to win a Tag Team Battle in the Park against Jewls and Jenny.

Fire Storm



Store Price: 2,500

Attribute(s): All

Rule: Skyress gets +200 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament and team up with Komba to win a Tag Team Battle in the Park against Jewls and Jenny.

Flare Binder



Store Price: 2,500

Attribute(s): All

Rule: Tentaclear gets +200 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament and defeat Jewls, Jenny, and Runo in a Battle Royale in the Park.

Forcing Wave



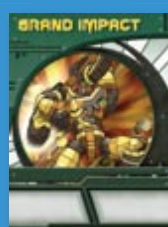
Store Price: 2,500

Attribute(s): All

Rule: Sirenoid gets +200 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament and defeat Jenny in a 1-on-1 battle in the Park.

Grand Impact



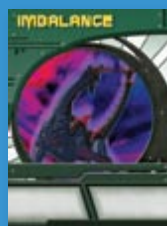
Store Price: 5,000

Attribute(s): All

Rule: Hammer Gorem gets +200 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament and defeat Akira in a 1-on-1 battle in the Park.

Imbalance



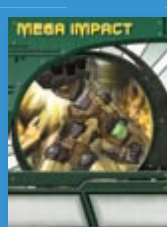
Store Price: 5,000

Attribute(s): All

Rule: G-Power Boosts for your opponent are cancelled.

Unlock Conditions: Complete the Brave Battlers Tournament.

Mega Impact



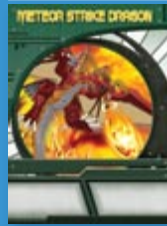
Store Price: 2,500

Attribute(s): All

Rule: Gorem gets +200 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament and defeat Akira in a 1-on-1 battle in the Park.

Meteor Strike Dragon



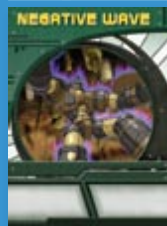
Store Price: 5,000

Attribute(s): All

Rule: Delta Dragonoid II gets +200 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament and team up with Marucho to win a Tag Team Battle in the Park against Shuji and Chan.

Negative Wave



Store Price: 500

Attribute(s): All

Rule: G-Power Boosts for both players are cancelled.

Unlock Conditions: Available at the beginning of the game.

No Backsies



Store Price: 500

Attribute(s): All

Rule: Your opponent cannot use any Redo cards.

Unlock Conditions: Complete the Neo Challengers Tournament.



No Trading



Store Price: 750

Attribute(s): All

Rule: Your opponent cannot use any Swap cards.

Unlock Conditions: Complete the Neo Challengers Tournament.

Omega Eraser



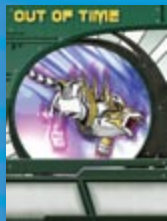
Store Price: 10,000

Attribute(s): All

Rule: Omega Leonidas gets +200 G-Power.

Unlock Conditions: Complete Story Mode

Out of Time



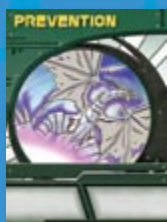
Store Price: 750

Attribute(s): All

Rule: Your opponent cannot use any Time Breaker cards.

Unlock Conditions: Complete the Neo Challengers Tournament.

Prevention



Store Price: 3,000

Attribute(s): All

Rule: Battle is skipped. The player with the highest G-Power wins.

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Reaper of the Chaos



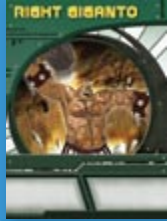
Store Price: 2,500

Attribute(s): All

Rule: Reaper gets +200 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament and defeat Shuji, Akira, and Jenny in a Battle Royale in the Park.

Right Giganto



Store Price: 2,500

Attribute(s): All

Rule: Cycloid gets +200 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament and defeat Akira in a 1-on-1 battle in the Park.

Special Stealth



Store Price: 5,000

Attribute(s): All

Rule: Preyas II gets +200 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament and defeat Jenny in a 1-on-1 battle in the Park.

Stolen Gold



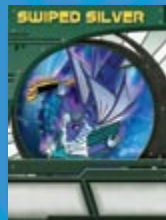
Store Price: 500

Attribute(s): All

Rule: Battle on a Gold Gate Card is skipped. The player with the highest G-Power wins.

Unlock Conditions: Available at the beginning of the game.

Swiped Silver



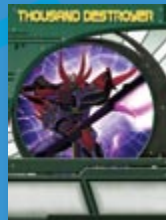
Store Price: 500

Attribute(s): All

Rule: Battle on a Silver Gate Card is skipped. The player with the highest G-Power wins.

Unlock Conditions: Available at the beginning of the game.

Thousand Destroyer



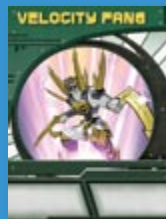
Store Price: 10,000

Attribute(s): All

Rule: Battle Ax Vladitor gets +200 G-Power.

Unlock Conditions: Complete Story Mode.

Velocity Fang



Store Price: 5,000

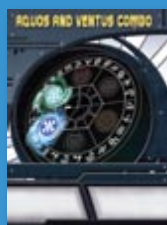
Attribute(s): All

Rule: Blade Tigrerra gets +200 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament and defeat Jewls, Jenny, and Runo in a Battle Royale in the Park.

Blue

Aquos and Ventus Combo



Store Price: 900

Attribute(s): Aquos

Rule: If your opponent's Bakugan is Ventus and your Bakugan is Aquos, your Bakugan gets +200 G-Power.

Unlock Conditions: Complete the Brave Battlers Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
0	200	0	0	0	0

Blaze



Store Price: 300

Attribute(s): Pyrus, Aquos

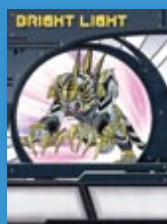
Rule: Your Bakugan gains G-Power based on its attribute.

Unlock Conditions: Available at the beginning of the game.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
80	50	0	0	0	50

Bright Light



Store Price: 300

Attribute(s): Subterra, Haos, Darkus

Rule: Your Bakugan gains G-Power based on its attribute.

Unlock Conditions: Available at the beginning of the game.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
0	0	50	80	50	0

Brushfire



Store Price: 1,000

Attribute(s): Pyrus, Subterra

Rule: If playing on one of your opponent's Gate Cards, your Bakugan gains G-Power based on its attribute.

Unlock Conditions: Complete the Maximum Power Tournament and team up with Marucho to win a Tag Team Battle in the Park against Shuji and Chan.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
140	0	70	0	0	0

Circle of Fire



Store Price: 1,200

Attribute(s): Pyrus, Ventus

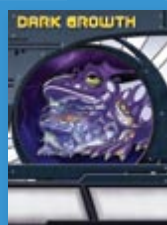
Rule: If playing on one of your Gate Cards, your Bakugan gains G-Power based on its attribute.

Unlock Conditions: Complete the Maximum Power Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
110	0	0	0	0	50

Dark Growth



Store Price: 1,000

Attribute(s): Haos, Darkus, Ventus

Rule: Your Bakugan gains G-Power based on its attribute.

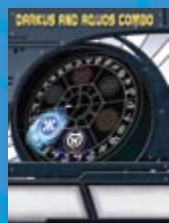
Unlock Conditions: Complete the Maximum Power Tournament and defeat Shuji, Akira, and Jenny in a Battle Royale in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
0	0	0	50	80	50



Darkus and Aquos Combo



Store Price: 450

Attribute(s): Darkus

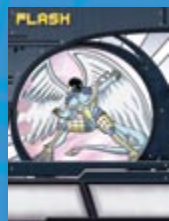
Rule: If your opponent's Bakugan is Aquos and your Bakugan is Darkus, your Bakugan gets +200 G-Power.

Unlock Conditions: Complete the Neo Challengers Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
0	0	0	0	200	0

Flash



Store Price: 2,000

Attribute(s): Subterra, Haos

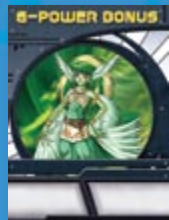
Rule: Your Bakugan gains G-Power based on its attribute.

Unlock Conditions: Complete the Bakugan Master Cup Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
0	0	50	110	0	0

G-Power Bonus



Store Price: 1,000

Attribute(s): Aquos, Darkus, Ventus

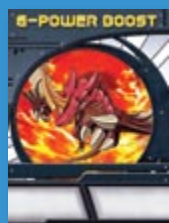
Rule: Your Bakugan gains G-Power based on its attribute.

Unlock Conditions: Complete the Maximum Power Tournament and defeat Akira in a 1-on-1 battle in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
0	60	0	0	60	60

G-Power Boost



Store Price: 300

Attribute(s): Pyrus, Subterra, Darkus

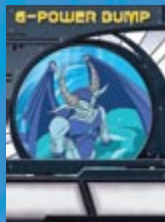
Rule: Your Bakugan gains G-Power based on its attribute.

Unlock Conditions: Available at the beginning of the game.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
60	0	60	0	60	0

G-Power Bump



Store Price: 300

Attribute(s): Aquos, Haos, Ventus

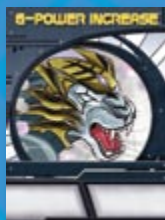
Rule: Your Bakugan gains G-Power based on its attribute.

Unlock Conditions: Available at the beginning of the game.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
0	60	0	60	0	60

G-Power Increase



Store Price: 900

Attribute(s): Pyrus, Haos, Ventus

Rule: Your Bakugan gains G-Power based on its attribute.

Unlock Conditions: Complete the Brave Battlers Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
60	0	0	60	0	60

G-Power Up



Store Price: 600

Attribute(s): Pyrus, Subterra, Haos

Rule: Your Bakugan gains G-Power based on its attribute.

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
60	0	60	60	0	0

The Glow



Store Price: 1,000

Attribute(s): Pyrus, Aquos, Haos

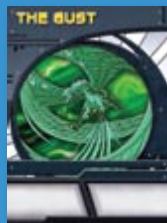
Rule: If your opponent's Bakugan has a higher printed G-Power, your Bakugan gains G-Power based on its attribute.

Unlock Conditions: Complete the Maximum Power Tournament and defeat Jewls, Jenny, and Runo in a Battle Royale in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
90	50	0	140	0	0

The Gust



Store Price: 1,000

Attribute(s): Pyrus, Subterra, Ventus

Rule: If your opponent's Bakugan has a higher printed G-Power, your Bakugan gains G-Power based on its attribute.

Unlock Conditions: Complete the Maximum Power Tournament and team up with Komba to win a Tag Team Battle in the Park against Jewls and Jenny.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
50	0	70	0	0	120

Haos and Darkus Combo



Store Price: 2,000

Attribute(s): Haos

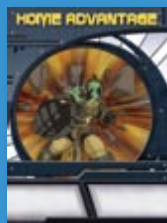
Rule: If your opponent's Bakugan is Darkus and your Bakugan is Haos, your Bakugan gets +200 G-Power.

Unlock Conditions: Complete the Bakugan Master Cup Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
0	0	0	200	0	0

Home Advantage



Store Price: 1,000

Attribute(s): Aquos, Subterra

Rule: If playing on one of your Gate Cards, your Bakugan gains G-Power based on its attribute.

Unlock Conditions: Complete the Maximum Power Tournament and defeat Akira in a 1-on-1 battle in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
0	50	110	0	0	0

Hot Wind



Store Price: 900

Attribute(s): Pyrus, Darkus, Ventus

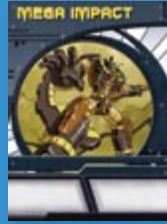
Rule: Your Bakugan gains G-Power based on its attribute.

Unlock Conditions: Complete the Brave Battlers Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
50	0	0	0	50	80

Mega Impact



Store Price: 600

Attribute(s): Aquos, Subterra, Haos

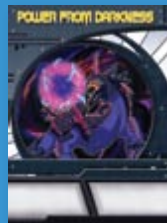
Rule: Your Bakugan gains G-Power based on its attribute.

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
0	50	80	50	0	0

Power from Darkness



Store Price: 1,000

Attribute(s): Haos, Darkus

Rule: If playing on one of your opponent's Gate Cards, your Bakugan gains G-Power based on its attribute.

Unlock Conditions: Complete the Maximum Power Tournament and defeat Shuji, Akira, and Jenny in a Battle Royale in the Park.

Card Stats

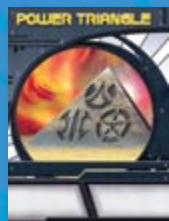
Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
0	0	0	60	140	0



Console Nintendo DS

Gate Cards Ability Cards

Power Triangle



Store Price: 1,000

Attribute(s): Pyrus, Aquos, Haos

Rule: During a battle; +50 G-Power for each Gate Card you've won.

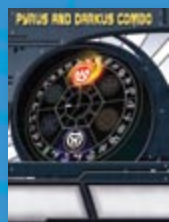
Unlock Conditions: Complete the Maximum Power Tournament and team up with Marucho to win a Tag Team

Battle in the Park against Shuji and Chan.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
50	50	0	50	0	0

Pyrus and Darkus Combo



Store Price: 1,200

Attribute(s): Pyrus, Darkus

Rule: If you have Pyrus and Darkus Bakugan in your hand, the Bakugan in the battle gets +200 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
200	200	200	200	200	200

Pyrus and Subterra Combo



Store Price: 1,200

Attribute(s): Pyrus

Rule: If your opponent's Bakugan is Subterra and your Bakugan is Pyrus, your Bakugan gets +200 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
200	0	0	0	0	0

Pyrus, Aquos, and Haos Combo



Store Price: 450

Attribute(s): Pyrus, Aquos, Haos

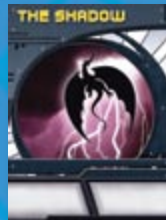
Rule: If the combination of your Bakugan in your hand is Pyrus, Aquos, and Haos, your Bakugan in the battle gets +400 G-Power.

Unlock Conditions: Complete the Neo Challengers Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
400	400	0	400	0	0

The Shadow



Store Price: 1,000

Attribute(s): Aquos, Subterra, Darkus

Rule: If your opponent's Bakugan has a higher printed G-Power, your Bakugan gains G-Power based on its attribute.

Unlock Conditions: Complete the Maximum Power Tournament and defeat Shuji, Akira, and Jenny in a Battle Royale in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
0	90	20	0	120	0

Subterra and Aquos Combo



Store Price: 450

Attribute(s): All

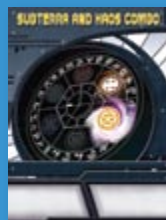
Rule: If you have Subterra and Aquos Bakugan in your hand, the Bakugan in the battle gets +200 G-Power.

Unlock Conditions: Complete the Neo Challengers Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
200	200	200	200	200	200

Subterra and Haos Combo



Store Price: 2,000

Attribute(s): Subterra

Rule: If your opponent's Bakugan is Haos and your Bakugan is Subterra, your Bakugan gets +200 G-Power.

Unlock Conditions: Complete the Bakugan Master Cup Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
0	0	200	0	0	0

Subterra, Ventus, and Darkus Combo

Store Price: 600



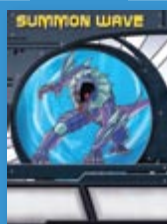
Attribute(s): Subterra, Darkus, Ventus

Rule: If the combination of your Bakugan in your hand is Subterra, Ventus, and Darkus, your Bakugan in the battle gets +400 G-Power.

Unlock Conditions: Complete the Supreme Tag Team Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
0	0	400	0	400	400

Summon Wave

Store Price: 1,000

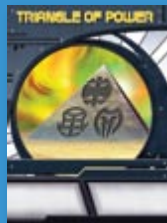
Attribute(s): Pyrus, Aquos

Rule: If playing on one of your opponent's Gate Cards, your Bakugan gains G-Power based on its attribute.

Unlock Conditions: Complete the Maximum Power Tournament and defeat Jenny in a 1-on-1 battle in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
60	140	0	0	0	0

Triangle of Power

Store Price: 1,000

Attribute(s): Subterra, Darkus, Ventus

Rule: During a battle; +50 G-Power for each Gate Card you've won.

Unlock Conditions: Complete the Maximum Power Tournament and defeat Akira in a 1-on-1 battle in the Park.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
0	0	50	0	50	50

Updraft

Store Price: 1,000

Attribute(s): Pyrus, Ventus

Rule: If playing on one of your opponent's Gate Cards, your Bakugan gains G-Power based on its attribute.

Unlock Conditions: Complete the Maximum Power Tournament and team up with Komba to win a Tag Team Battle in the Park against Jewls and Jenny.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
70	0	0	0	0	140

Ventus and Haos Combo

Store Price: 900

Attribute(s): Haos, Ventus

Rule: If you have Ventus and Haos Bakugan in your hand, the Bakugan in the battle gets +200 G-Power.

Unlock Conditions: Complete the Brave Battlers Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
200	200	200	200	200	200

Ventus and Pyrus Combo

Store Price: 1,200

Attribute(s): Ventus

Rule: If your opponent's Bakugan is Pyrus and your Bakugan is Ventus, your Bakugan gets +200 G-Power.

Unlock Conditions: Complete the Maximum Power Tournament.

Card Stats

Pyrus	Aquos	Subterra	Haos	Darkus	Ventus
0	0	0	0	0	200



STORY MODE

BASICS

The Story Mode consists of four areas: My Room, the Park, the Tournament Arena, and the Store. Even after completion of the main storyline, you can still venture back into Story Mode and continue playing.

My Room



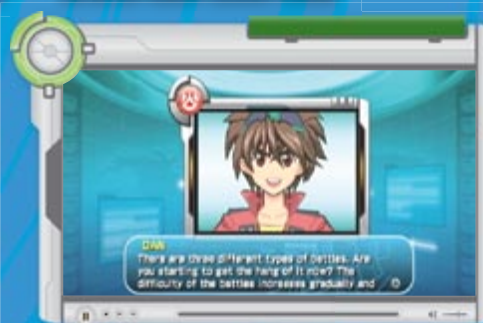
Change your wardrobe.



View statistics.



Check out your awards.



Get tips from other characters.



Make changes to your deck.

The My Room section of Story Mode allows you to save your progress, change your wardrobe, view various battle and ranking statistics, check out any awards you've won, get tips from other characters, make changes to your deck, and view your entire collection of Bakugan and cards. Most of your time will be spent saving your progress or updating your deck, but it's always nice to get a fresh change of clothes before the next match.

The Park



The Park is where you'll find many other Battle Brawlers waiting to test their skills. You can play any

number of matches in the Park with the available opponents. As you progress through Story Mode, new opponents, match types, and battlefields become available. At any point in time you can

play any available opponent in any available match type, on any available battlefield. Playing in the Park is a good way to earn BP used to purchase new cards and Bakugan or to update your existing Bakugan. It can also test your skills to see if you're ready for the next tournament. The *Walkthrough* section of this chapter includes an updated listing of opponents and battlefields available to play in the Park.

NOTE



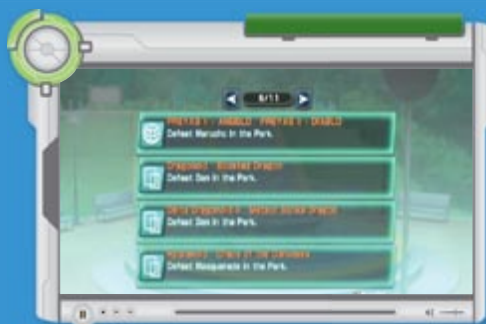
If you're losing in tournaments, head back to the Park and play the opponents there until you have enough BP to upgrade your Bakugan. When you can win consistently in the Park, head back to the Tournament Arena to test your abilities again.

TIP



In the Nintendo DS version, the opponents available to play in the Park are the same as in the console versions, but they are not all available as soon as you enter the Park following a tournament. You must play the available opponents to gain access to additional opponents. You also do not have the ability to select the type of match played (1-on-1, Battle Royale, or Tag Team).

Park Goals



In addition to listing the available opponents and battlefields at the Park, the *Walkthrough*

section also details the Park Goals, which are listed on the Bulletin Board in the Park. Park Goals offer rewards for beating specific opponents. As you progress through the game, new Park Goals become available. Completing goals unlocks Bakugan and cards in the store, and earns various awards.

Park Goal Rewards

Goal	Reward
Defeat all challengers in 1-on-1 battles in the Park.	Crystal Medal award.
Collect all Bakugan.	Bakugan Shield award.
Collect all cards.	Card Shield award.
Achieve Bakugan rank #1.	Bakugan Trophy award.
Defeat Runo in the Park.	Tigrerra Bakugan is unlocked.
Defeat Julie in the Park.	Gorem Bakugan is unlocked.
Defeat Marucho in the Park.	Preyas Bakugan is unlocked.
Defeat Runo in the Park.	Tigrerra and Cut in Saber cards are unlocked.
Defeat Julie in the Park.	Gorem and Mega Impact cards are unlocked.
Defeat Marucho in the Park.	Preyas and Blue Stealth cards are unlocked.
Defeat Billy in the Park.	Cycloid Bakugan is unlocked.
Defeat Komba in the Park.	Harpus Bakugan is unlocked.
Defeat Billy in the Park.	Cycloid and Right Giganto cards are unlocked.
Defeat Komba in the Park.	Harpus and Feather Storm cards are unlocked.
Defeat Shun in the Park.	Skyress Bakugan is unlocked.



Park Goal Rewards (cont.)

Goal	Reward
Defeat Shun in the Park.	Skyress and Fire Storm cards are unlocked.
Defeat Chan in the Park.	Fortress Bakugan is unlocked.
Defeat Klaus in the Park.	Sirenoid Bakugan is unlocked.
Defeat Julio in the Park.	Tentaclear Bakugan is unlocked.
Defeat Chan in the Park.	Fortress and Face of Rage cards are unlocked.
Defeat Klaus in the Park.	Sirenoid and Forcing Wave cards are unlocked.
Defeat Julio in the Park.	Tentaclear and Flare Binder cards are unlocked.
Defeat Dan in the Park.	Dragonoid Bakugan is unlocked.
Defeat Dan in the Park.	Dragonoid and Boosted Dragon cards are unlocked.
Collect all Bakugan and cards and become the #1 ranked Bakugan player.	Ultimate Brawler title.
Defeat Masquerade in the Park.	Hydranoid Bakugan is unlocked.
Defeat Masquerade in the Park.	Hydranoid and Chaos of the Darkness cards are unlocked.
Defeat Marduk in the Park.	Vladitor Bakugan is unlocked.
Defeat Marduk in the Park.	Vladitor and Dark Sphere Impact cards are unlocked.
Defeat Marucho in the Park.	Preyas II—Angelo and Preyas II—Diablo Bakugan are unlocked.
Defeat Marucho in the Park.	Preyas card is unlocked.

Park Goal Rewards (cont.)

Goal	Reward
Defeat Dan in the Park.	Delta Dragonoid II Bakugan is unlocked.
Defeat Dan in the Park.	Delta Dragonoid II and Meteor Strike Dragon cards are unlocked.
Defeat Runo in the Park.	Blade Tigrerra Bakugan is unlocked.
Defeat Runo in the Park.	Blade Tigrerra and Velocity Fang cards are unlocked.
Defeat Julie in the Park.	Hammer Gorem Bakugan is unlocked.
Defeat Julie in the Park.	Hammer Gorem and Grand Impact cards are unlocked.
Defeat Shun in the Park.	Storm Skyress Bakugan is unlocked.
Defeat Shun in the Park.	Storm Skyress and Destruction Meteor Storm cards are unlocked.
Defeat Masquerade in the Park.	Dual Hydranoid Bakugan is unlocked.
Defeat Masquerade in the Park.	Dual Hydranoid and Darkus Gazer cards are unlocked.
Defeat Marduk in the Park.	Battle Ax Vladitor Bakugan is unlocked.
Defeat Marduk in the Park.	Battle Ax Vladitor and Thousand Destroyer cards are unlocked.

NOTE



Park Goals are listed in the order in which they become available, with the exception of the goals that unlock evolved Bakugan and their respective cards.

Tournaments



Tournaments take place in the Tournament Arena and occur on a regular basis. They are used to progress through Story Mode. If you do not participate in tournaments, the story never progresses. Each tournament takes place on a specific battlefield against a series of opponents. Between matches you can save your progress or visit any other location in Story Mode without affecting your tournament progression. Bakugan Pointss are earned after winning a tournament match in the same way they're earned after winning a normal match. You receive additional BP and an award upon winning the entire tournament.

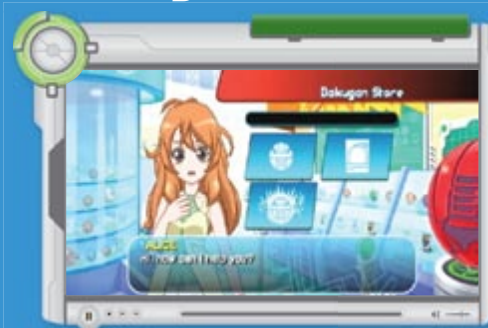
Tournament Rewards

Tournament	Match Type	Battlefield	Award	BP Reward (Console)	BP Reward (Nintendo DS)
Neo Challengers Tournament	1-on-1	Arena	Gold Medal	5,000	3,000
Supreme Tag Team Tournament	Tag Team	Aquos	Aquos Crest	10,000	8,000
Brave Battlers Tournament	Battle Royale	Subterra	Subterra Crest	30,000	10,000
Maximum Power Tournament	1-on-1	Ventus	Ventus Crest	50,000	15,000
Bakugan Master Cup Tournament	1-on-1	Pyrus	Pyrus Crest	100,000	20,000
Ultimate Battle Tournament	1-on-1	Haos	Haos Crest	250,000	50,000

NOTE

In the Nintendo DS version, individual tournament match rewards are generally higher, while BP earned for winning tournaments is generally lower. However, the differences in BP rewards, store prices, and upgrade procedures between the console and Nintendo DS versions equalize the ratio of BP rewards and deck progression throughout the game.

Bakugan Store



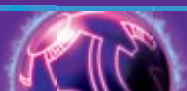
The store is where you can purchase new Bakugan and cards, and upgrade your current

Bakugan. As you defeat specific opponents in the Park and in tournaments, new items become available in the store.



WALKTHROUGH

TIP



The last match of the main storyline limits you to using only Omega Leonidas. It takes place on the Darkus battlefield against a powerful Darkus Bakugan. To make the match easier, do not select Haos as your attribute during character creation. The attribute of Omega Leonidas is directly related to the attribute selected during character creation, so if you select Haos, you will be at a severe disadvantage during the final match.

NOTE

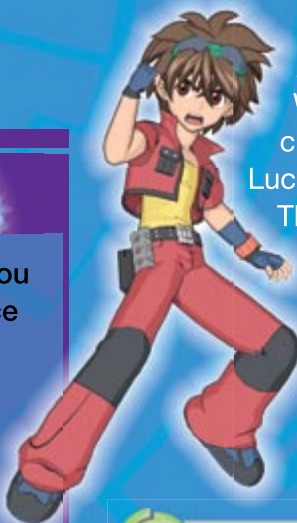


All decks and deck strategies listed in this chapter reference the decks in the *Characters* chapter and may vary slightly from the actual decks used by each character depending on when you battle against them and what cards and Bakugan you have unlocked at the time.

NOTE



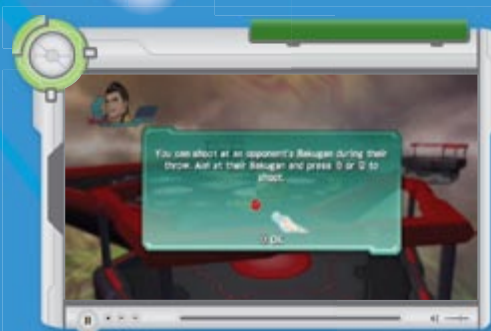
The deck strategies are alternative 1-on-1 strategies you can use in addition to, or instead of, the strategies discussed leading up to each tournament. The attribute of the battlefield and the attributes of the Bakugan in your current deck may alter the strategies. For strategies in Battle Royale and Tag Team Battle strategies, please refer to the *General Strategy* chapter.



The Park

When you first start the game, Shuji challenges you to a match in the Park. Luckily, Dan is there to help you out.

This first match is more of a tutorial than anything else. Shuji doesn't use his normal deck and very little is affected by a win or loss here. Just make sure you understand the concepts of the game and get some practice for the real matches to come.



New Park Opponents



Shuji (Tutorial)

Available Park Battlefields

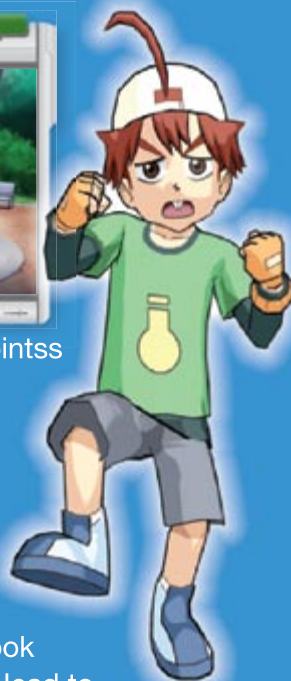


Arena

After the match against Shuji you unlock the Bakugan Store. Go to the store to get information about buying Bakugan from Alice. She sends you to the Park, where you meet your first Bakugan, Leonidas. At this point you can go back to the Bakugan Store, visit your room, go back to the Park to battle Akira, or sign up and play in the Neo Challengers Tournament.



You don't have any Bakugan Points at this time, so there's no need to go back to the store. Your starting deck is also set up well for the cards and Bakugan currently in your possession, so you don't need to go back to your room unless you want to edit your clothes, look up tips, or save your progress. Head to your room if you need to, otherwise move to the Park to battle Akira and possibly earn extra BP, or sign up for the tournament.



Neo Challengers Tournament



Match Type: 1-on-1

Battlefield: Arena

Reward (Console): 5,000BP and Gold Medal

Reward (Nintendo DS): 3,000BP and Gold Medal



New Park Goals

Goal	Reward
Defeat all challengers in 1-on-1 battles in the Park.	Crystal Medal
Collect all Bakugan.	Bakugan Shield
Collect all Cards.	Card Shield
Achieve Bakugan rank #1.	Bakugan Trophy

New Park Opponents



Akira (Easy)

Available Park Battlefields



Arena





First Opponent: Shuji

Deck: Easy

Battlefield Obstacle Level: Easy

Reward (Console): 500BP

Reward (Nintendo DS): 1,000BP



Second Opponent: Runo

Deck: Easy

Battlefield Obstacle Level: Easy

Reward (Console): 1,000BP

Reward (Nintendo DS): 1,000BP



Shuji Easy Deck Strategies



Avoid using Aquos, Ventus, or Haos Bakugan against Shuji's Easy Deck 1. This stops him from using the Triple Threat Ability Card. Do not battle against Serpenoid on Shuji's Gate Cards. If you end up having to battle on any of his Gate Cards, try to do so when you're winning the match to potentially receive the bonus from the Overpower Gate Card.

Unless you're fighting in a tournament and know which attribute Shuji will use with his Easy Deck 2, try to have a combination of Bakugan attributes in your deck while avoiding Aquos, Ventus, or Haos. Shuji uses the Triple Threat Ability Card again in this deck, and also uses the Uneven Bump Ability Card, which gives him an advantage if you're using a Bakugan of a different attribute.

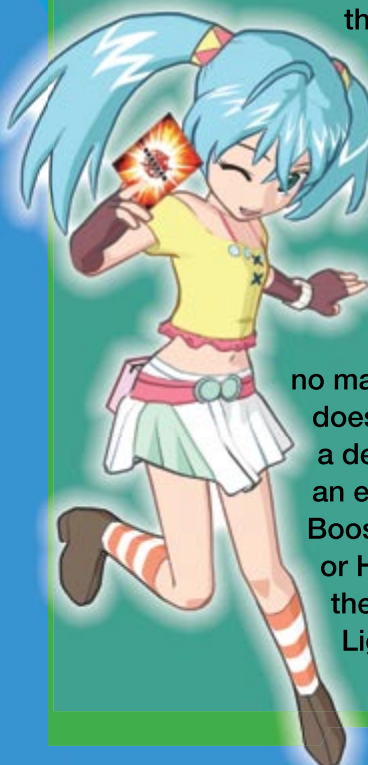
Runo Easy Deck Strategies



There isn't much to worry about against Runo's Easy Deck 1. Runo will have an advantage if you're winning the match thanks to

the Leap Ahead Ability Card. However, she will not have the advantage if you fight on her Bait Gate Card while winning the match.

Runo's Easy Deck 2 is set up so that she gets a G-Power Boost no matter what her opponent does. All you can do is have a deck ready to give you an equal or better G-Power Boost. Try to use Ventus or Haos Bakugan to get the Gate bonus from the Lightning Gate card.



Third Opponent: Marucho

Deck: Easy

Battlefield Obstacle Level: Easy

Reward (Console): 1,000BP

Reward (Nintendo DS): 2,000BP



Marucho Easy Deck Strategies



Use Aquos Bakugan against Marucho's Easy Deck 1 to get the G-Power bonus from his Lock & Load Gate Card, and to prevent him from using the Blowing Winds Ability Card. If this is not an option, make sure you do not use Subterra, Haos, or Darkus Bakugan to at least keep Marucho from using the Blowing Winds card.

Marucho retains the Blowing Winds Ability Card in his Easy Deck 2, so continue to avoid using Subterra, Haos, or Darkus Bakugan. Try to avoid fighting on his Gate Cards unless you are losing the match. In this situation you can gain access to all of your Ability Cards again thanks to Marucho's Delayed Attack Gate Card. However, do not fight on any of Marucho's Gate Cards if your opponent will be Robotallion. This avoids potentially fighting on the Robotallion Gate Card, giving the Bakugan a huge Gate bonus.

The Park

After you win the tournament, new items appear in the store, and Dan is waiting for you in the Park. The next tournament is the Supreme Tag Team Tournament. You will be partnered with Dan and playing in the Aquos Arena. Head to the Park and talk to Dan to start a Tag Team match tutorial. Dan will be on your team as you battle against Akira and Shuji.

Tag Team Tutorial Match

Opponents: Akira, Shuji

Decks: Easy

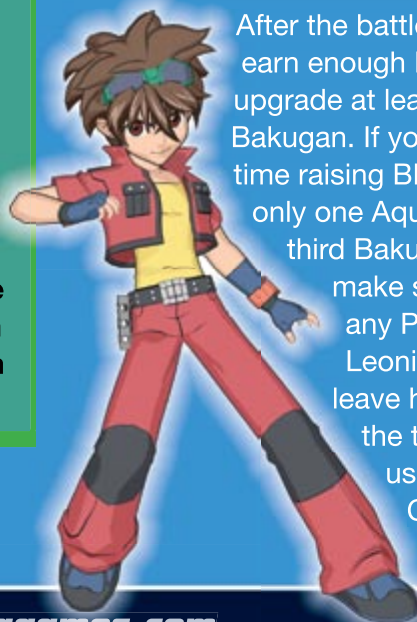
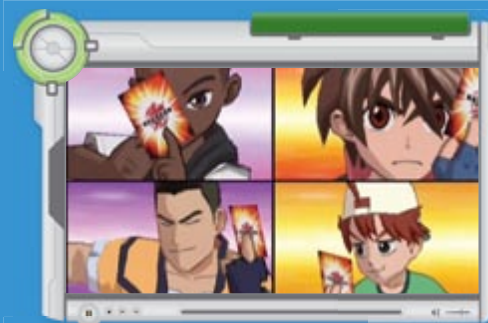
Match Type: Tag Team

Battlefield: Arena

Battlefield Obstacle Level: Easy

Reward (Console): 1,000BP

Reward (Nintendo DS): 2,000BP



After the battle stay at the Park and earn enough BP to purchase and upgrade at least one or two Aquos Bakugan. If you don't want to spend time raising BP, you can get by with only one Aquos, Leonidas, and a third Bakugan of your choice, but make sure you are not using any Pyrus Bakugan. If your Leonidas is a Pyrus, you must leave him out of your deck for the tournament or limit his use to the Leonidas Gate Card so he gets the extra G-Power Boost.



Buy new Ability Cards if you need to, depending on the strategy you've decided to use. If you would like more practice or need more BP, you can head back to the Park to find that Runo, Marucho, and Shuji are available for 1-on-1 or Tag Team battles. When you're ready go to the tournament venue for the Supreme Tag Team Tournament. Keep in mind that pick-ups will appear on the battlefield in the tournament.



You can now fight Runo and several others in the Park!

The Supreme Tag Team Tournament is not nearly as easy as the Neo Challengers Tournament. You must either upgrade all of your Bakugan to Level 3 or higher, or have Ability Cards that can raise your Bakugan's G-Power by at least 100 to make the battles even. If you do not use at least one of these strategies, the latter battles in the tournament will be difficult.

Returning Park Opponents

Shuji (Easy)

New Park Opponents

Marucho (Easy)

Runo (Easy)

Available Park Battlefields

Arena

Supreme Tag Team Tournament



Match Type: Tag Team

Battlefield: Aquos

Battlefield Obstacle Level: Easy

Reward (Console): 10,000BP and Aquos Crest

Reward (Nintendo DS): 8,000BP and Aquos Crest



TIP

Dan is your partner in this tournament and he uses a Pyrus deck. Because his Bakugan are weakened by the Aquos stage, use Gate Cards that benefit Pyrus to help him out.

First Opponents: Jewls and Jenny

Decks: Easy

Reward (Console): 1,000BP

Reward (Nintendo DS): 3,000BP



Second Opponents: Billy and Komba

Decks: Easy

Reward (Console): 1,000BP

Reward (Nintendo DS): 4,000BP



Third Opponents: Chan and Julio

Decks: Easy

Reward (Console): 2,000BP

Reward (Nintendo DS): 5,000BP



Fourth Opponents: Runo and Marucho

Decks: Easy

Reward (Console): 2,000BP

Reward (Nintendo DS): 6,000BP





The Park

After the Supreme Tag Team Tournament new items appear in the store and Dan is waiting for you in the Park. Before you go to the Park, make sure you have a deck that you want to use in the standard Arena stage. When your deck is set, head to the Park to talk to Dan and he'll teach you about how a Battle Royale works. Jenny, Jewls, and Shuji join in for the Battle Royale tutorial.

Battle Royale Tutorial Match

Opponents: Shuji, Jenny, and Jewls

Decks: Easy

Match Type: Battle Royale

Battlefield: Arena

Battlefield Obstacle Level: Easy

Reward (Console): 1,500BP

Reward (Nintendo DS): 2,000BP



The Brave Battlers Tournament is accessible after the Battle Royale. In addition, Billy, Chan, Julio, Komba, Jewls, Jenny, Shuji, and Akira are available to battle in the Park. You also now have access to a Battle Royale in the Park, as well as the Aquos battlefield and all three battlefield difficulty levels. The Brave Battlers Tournament takes place on the Subterra stage, so practice against the players in the Park to earn enough BP to purchase at least one or two Subterra Bakugan and a few good Subterra Ability and Gate Cards.



The difference in difficulty between the Supreme Tag Team Tournament and the Brave Battlers Tournament should not be taken lightly. In order to win the tournament you will need to be well-acquainted with the Subterra battlefield to increase your Bakugan's BP, or you will need to practice and earn BP until you can upgrade the Bakugan you will be using to at least Level 5. At this level a win will be difficult, but still within reach. If you try to compete in the tournament with Bakugan lower than Level 5, it will be extremely difficult to win without vast knowledge of the battlefield.

Returning Park Opponents



Marucho (Easy)

Runo (Easy)

Shuji (Normal)

New Park Opponents



Akira (Normal)

Billy (Easy)

Chan (Easy)

Jenny (Easy)

Jewls (Easy)

Julio (Easy)

Komba (Easy)

Available Park Battlefields

Arena

Aquos

Brave Battlers Tournament



Match Type: Battle Royale

Battlefield: Subterra

Battlefield Obstacle Level: Varies

Reward (Console): 30,000BP and Subterra Crest

Reward (Nintendo DS): 10,000BP and Subterra Crest



First Opponents: Billy, Shuji, and Akira

Decks: Normal

Battlefield Obstacle Level: Easy

Reward (Console): 1,500BP



Reward (Nintendo DS): 10,000BP

Second Opponents: Julio, Chan, and Klaus

Decks: Normal

Battlefield Obstacle Level: Normal

Reward (Console): 4,300BP

Reward (Nintendo DS): 12,000BP





Final Opponents: Runo, Marucho, and Julie

Decks: Normal

Battlefield Obstacle Level: Normal

Reward (Console): 4,500BP

Reward (Nintendo DS): 15,000BP



TIP



After you win the Brave Battlers Tournament, Marduk challenges you to a 1-on-1 battle on the Subterra battlefield. Make sure you're prepared for this battle after the third and final Battle Royale in the Brave Battlers Tournament. You will not be able to adjust your deck between the final battle of the tournament and the fight against Marduk.

Opponent: Marduk

Deck: Normal

Match Type: 1-on-1

Battlefield: Subterra

Battlefield Obstacle Level: Hard

Reward (Console): 1,500BP

Reward (Nintendo DS): 10,000BP



Marduk Normal Deck Strategies



Marduk's normal deck Bakugan are all Level 8. This means you will face more powerful Bakugan than against most other opponents using their normal deck arrangements. The preferred course of action against Marduk's Normal Deck 1 is to use Darkus Bakugan. This gives you an equal G-Power Boost if you battle on Marduk's Stinger Gate Card. Beyond this strategy, be prepared to face a powerful Bakugan in Vladitor. Avoid fighting him on one of Marduk's Gate Cards at all costs, and if you fight him on one of your Gate Cards, be prepared to face him with +200 G-Power thanks to the Dark Sphere Impact Ability Card.

Darkus Bakugan are the preferred choice once again as you face off against Marduk's Normal Deck 2. Sticking with Darkus Bakugan prevents Marduk from using the Shining Nova Ability Card. You must also be prepared to battle without Ability Cards in case you are forced to fight on Marduk's Ability Block Gate Card. Vladitor is a force to be reckoned with whether you fight him on one of your Gate Cards or one of Marduk's. However, he is much easier to defeat if you engage in battle on one of your Gate Cards. This prevents Marduk from using the Vladitor Gate Card and doubling the G-Power Boost Vladitor receives.

The Park

Defeat Marduk and head to the Park to practice before the upcoming Maximum Power Tournament. The tournament is played on the Ventus battlefield. As for the last two tournaments, it is recommended that you purchase at least one or two Ventus Bakugan to give you an advantage on the battlefield.



There are new goals in the Park, and Klaus and Julie have joined the others waiting to challenge you. The Subterra battlefield is also available to play on in the Park now. Several of the Brawlers have moved from their easy decks to their normal decks. Pick up new Bakugan and perform any necessary upgrades in the store, then practice in the Park until you can defeat them all with ease. When you have reached that goal, it's time to sign up for the Maximum Power Tournament.

New Park Goals

Goal	Reward
Defeat Runo in the Park.	Tigrerra Bakugan
Defeat Julie in the Park.	Gorem Bakugan
Defeat Marucho in the Park.	Preyas Bakugan
Defeat Runo in the Park.	Tigrerra and Cut in Saber cards
Defeat Julie in the Park.	Gorem and Mega Impact cards
Defeat Marucho in the Park.	Preyas and Blue Stealth cards
Defeat Billy in the Park.	Cycloid Bakugan

New Park Goals (cont)

Goal	Reward
Defeat Komba in the Park.	Harpus Bakugan
Defeat Billy in the Park.	Cycloid and Right Giganto cards
Defeat Komba in the Park.	Harpus and Feather Storm cards

NOTE

You only need to defeat each character one time to complete all available goals relating to the character.

Returning Park Opponents

Akira (Normal)
 Billy (Normal)
 Chan (Easy)
 Jenny (Normal)
 Jewls (Normal)
 Julio (Easy)
 Komba (Normal)
 Marucho (Normal)
 Runo (Normal)
 Shuji (Normal)

New Park Opponents

Julie (Normal)
 Klaus (Easy)



Available Park Battlefields

Arena
Aquos
Subterra



Maximum Power Tournament



Match Type: 1-on-1
Battlefield: Ventus
Battlefield Obstacle Level: Varies
Reward (Console): 50,000BP and Ventus Crest
Reward (Nintendo DS): 15,000BP and Ventus Crest



First Opponent: Jewls

Deck: Hard

Battlefield Obstacle Level: Easy

Reward (Console): 1,400BP

Reward (Nintendo DS): 5,000BP



Jewls Hard Deck Strategies



There are two things to remember when fighting against Jewls's Hard Deck 1. Do not fight on her Gate Cards unless she is winning the match and she has not used the Catch-up Gate Card yet. It is also important to avoid using Pyrus, Aquos, or Ventus Bakugan to prevent Jewls from using the Ground Attack Ability Card. If you have a more powerful deck than Jewls, you should also take note of the Gusty Maneuver Ability Card, but with a superior deck this card should not pose much of a threat.

Jewls's Hard Deck 2 is very similar to her Hard Deck 1. Avoid using Pyrus, Ventus, or Darkus Bakugan so that Jewls cannot use her Ground Shutdown Ability Card. If you must fight on one of her Gate Cards, make sure you stand on it last. This will give you a big G-Power Boost if you fight on the Lift Gate Card. Beyond these two cards and Centipoid, Jewls doesn't have anything to be concerned about. Avoid fighting on her Gate Cards and you will severely limit Centipoid's effectiveness.

Second Opponent: Jenny

Deck: Hard

Battlefield Obstacle Level: Easy

Reward (Console): 1,400BP

Reward (Nintendo DS): 7,000BP



NOTE

In the Nintendo DS version, Jenny is the first opponent and Jewls is the second. Jenny fights with her normal deck. Everything else about the matches remains the same.

Jenny Hard Deck Strategies

The best ways to combat Jenny's Hard Deck 1 are to avoid fighting on her Gate Cards and to avoid using Pyrus, Ventus, or Darkus Bakugan. This strategy does not allow her to use the Quick Charge Gate Card, Home Advantage Ability Card, or the Ground Shutdown Ability Card. At this point it will be extremely difficult for her to win the match.

Against Jenny's Hard Deck 2, do not use Pyrus, Ventus, or Darkus Bakugan to once again avoid the Ground Shutdown Ability Card. If you must fight on her Gate Cards, make sure you stand on the card first to gain the boost from her Tricky Gate card. Beyond these strategic points, the match is fairly straightforward, going to the player with the superior deck.

Third Opponent: Chan

Deck: Hard

Battlefield Obstacle Level: Normal

Reward (Console): 1,400BP

Reward (Nintendo DS): 9,000BP



Chan Hard Deck Strategies

Chan's Hard Deck 1 was created assuming her opponent would use a different Bakugan attribute, and that they would have a stronger deck than she does. If your Bakugan have a higher G-Power than hers, stay away from her Gate Cards. Her G-Power Swap Gate Card can be extremely dangerous depending on how much more powerful your Bakugan are compared to hers. However, if your Bakugan are less powerful, don't hesitate to stand on her Gate Cards to reap the benefits of the G-Power Swap card. Fighting on her Gate Cards also prevents her use of the Circle of Fire Ability Card. Try to use Pyrus Bakugan to nullify her Shining Nova Ability Card and you won't have much else to worry about.

The only thing to worry about when facing Chan's Hard Deck 2 is the return of the Power Drain Gate Card. Make sure you do not stand on any of Chan's Gate Cards before she does to turn this card against her. Beyond that important strategy, as long as you have a solid deck there isn't much to fear from Chan using this deck.



Semifinal Opponent: Julie

Deck: Normal

Battlefield Obstacle Level: Normal

Reward (Console): 1,500BP

Reward (Nintendo DS): 11,000BP



Julie Normal Deck Strategies



The only things to fear in Julie's Normal Deck 1 are her Gorem cards and the Sinkhole Gate Card. To keep her from using the Sinkhole card and to limit the effectiveness of Gorem, do not stand on her Gate Cards. With this strategy she will only be able to use basic Ability Cards with the exception of the Mega Impact Ability Card, which gives Gorem a G-Power Boost. However, this card only works with Gorem, and without the Gorem Gate Card, this Bakugan is only half as much of a threat.

Gorem is still a big threat in Julie's Normal Deck 2, with the Mega Impact Ability Card and Gorem Gate Card still offering Gorem huge G-Power Boosts. Avoid Julie's Gate Cards once again, but if you have to stand on one, use Haos Bakugan if at all possible. If the Gate Card ends up being Heated Exchange, you'll receive a big G-Power Boost. It is also important not to rely on Battlefield Items against this deck because Julie can use the Dark Void Ability Card.

Final Opponent: Shun

Deck: Normal

Battlefield Obstacle Level: Hard

Reward (Console): 1,500BP

Reward (Nintendo DS): 13,000BP



Shun Normal Deck Strategies



There are only two things that you need to worry about when fighting Shun's Normal Deck 1. The first is his Skyress Bakugan. Do not fight Skyress on any of Shun's Gate Cards, and if you fight her on your Gate Cards, be prepared to equalize the Fire Storm Ability Card, which gives Skyress +200 G-Power. If you must fight one of Shun's other Bakugan on his Gate Cards, let him stand on the cards first in case you end up on the Power Drain Gate Card.

Ventus should be your Bakugan attribute of choice against Shun's Normal Deck 2. These Bakugan prevent Shun from using his Battle Gate Ability Card. Skyress still poses a significant threat in this deck, so avoid fighting it on Shun's Gate Cards and be ready for the +200 G-Power Boost it receives from the Fire Storm Ability Card. Unlike against Shun's Normal Deck 1, if you must fight on his Gate Cards, make sure you're the first to stand on them to get the bonus from the Tricky Gate card.

TIP

After you win the Maximum Power Tournament, Masquerade challenges you to a 1-on-1 match in the Ventus battlefield. Make sure you're prepared for this match after the fifth and final match in the Maximum Power Tournament. You will not be able to adjust your deck between the final match of the tournament and the fight against Masquerade.

Opponent: Masquerade

Deck: Normal

Match Type: 1-on-1

Battlefield: Ventus

Battlefield Obstacle Level: Hard

Reward (Console): 1,500BP

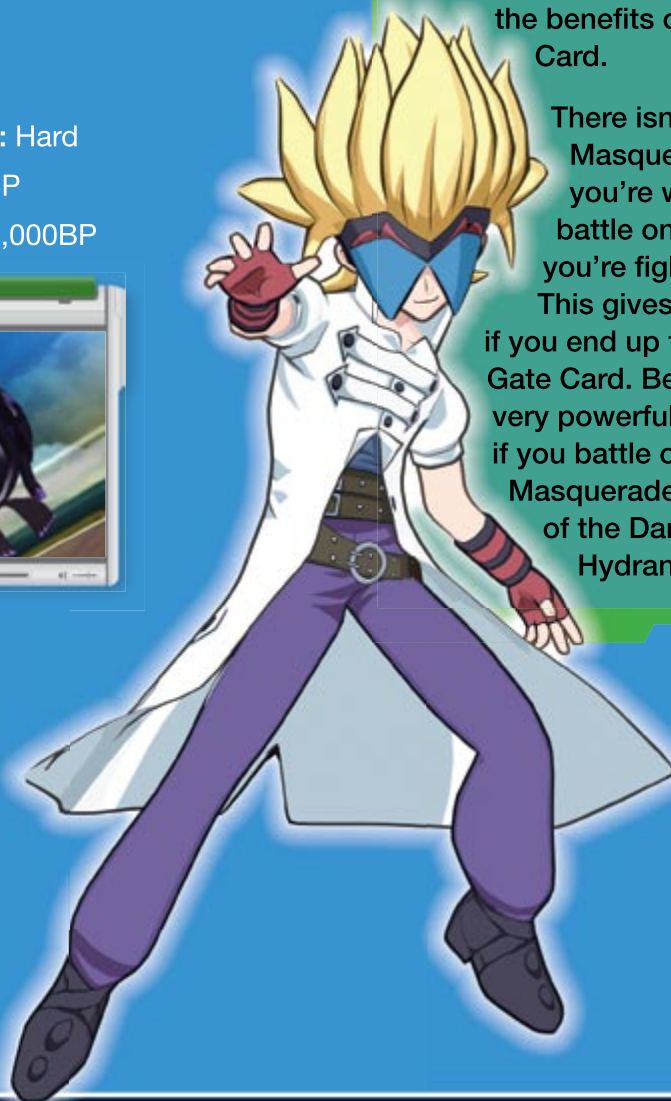
Reward (Nintendo DS): 15,000BP



Masquerade Normal Deck Strategies

Masquerade's normal deck Bakugan are of a higher level than most other characters', so be ready to combat more powerful Bakugan. Try to use Darkus Bakugan against Masquerade's Normal Deck 1. This prevents him from using the Shining Nova Ability Card. Other than that, avoid fighting Hydranoid on one of Masquerade's Gate Cards, and if you must fight on one of his Gate Cards at all, try to do so only if you're losing the match to potentially gain the benefits of the Change of Fate Gate Card.

There isn't much to worry about in Masquerade's Normal Deck 2. If you're winning the match, you can battle on his Gate Cards unless you're fighting against Hydranoid. This gives you a G-Power Boost if you end up fighting on the Rainbow Gate Card. Be prepared to combat a very powerful Hydranoid Bakugan, even if you battle on your own Gate Card. Masquerade can still use the Chaos of the Darkness Ability Card to give Hydranoid +200 G-Power.





The Park

The next tournament is the Bakugan Master Cup. It is played on the Pyrus battlefield and consists of 1-on-1 battles. However, before you head over to the tournament area, stop by the Park. There are new Park Goals, Shun has joined the other Battle Brawlers, and many of the existing challengers have raised their skills to create harder battles. The Ventus battlefield is also available to play on now.



If your deck is already powerful enough to hang with the hard decks of some of the Park challengers, then you're ready for the Bakugan Master Cup Tournament. However, if you have trouble with them, you should head to the store and upgrade your Bakugan. Pyrus Bakugan will gain an advantage in the next tournament, so get one or two of them if your current deck doesn't have any. You will need as many Bakugan as you can get at Level 7 or higher if you want to do well in the Bakugan Master Cup. You will fight Dan in the final battle, so be sure you're ready before you sign up.

New Park Goals

Goal	Reward
Defeat Shun in the Park.	Skyress Bakugan
Defeat Shun in the Park.	Skyress and Fire Storm cards
Defeat Chan in the Park.	Fortress Bakugan
Defeat Klaus in the Park.	Sirenoid Bakugan
Defeat Julio in the Park.	Tentaclear Bakugan

New Park Goals (cont)

Goal	Reward
Defeat Chan in the Park.	Fortress and Face of Rage cards
Defeat Klaus in the Park.	Sirenoid and Forcing Wave cards
Defeat Julio in the Park.	Tentaclear and Flare Binder cards

Returning Park Opponents

Akira (Hard)
 Billy (Hard)
 Chan (Normal)
 Jenny (Hard)
 Jewls (Hard)
 Julie (Normal)
 Julio (Normal)
 Klaus (Normal)
 Komba (Normal)
 Marucho (Normal)
 Runo (Normal)
 Shuji (Hard)

New Park Opponents

Shun (Normal)

Available Park Battlefields

Arena
 Aquos
 Subterra
 Ventus

Bakugan Master Cup Tournament



Match Type: 1-on-1

Battlefield: Pyrus

Battlefield Obstacle Level: Varies

Reward (Console): 100,000BP and Pyrus Crest

Reward (Nintendo DS): 20,000BP and Pyrus Crest



First Opponent: Julio

Deck: Hard

Battlefield Obstacle Level: Easy

Reward (Console): 700BP

Reward (Nintendo DS): 7,000BP



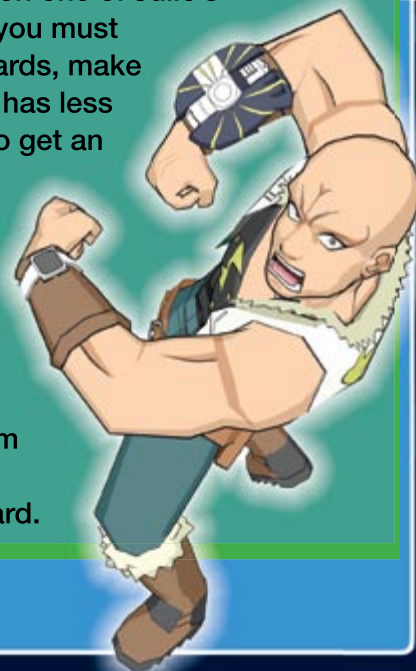
NOTE

In the Nintendo DS version, Komba is the first opponent. Everything else about this match remains the same.

Julio Hard Deck Strategies

Julio's Hard Deck 1 is fairly simple in concept. His Gate Cards are geared toward boosting Fear Ripper or giving a boost to the player who's currently losing the match. His Ability Cards are focused on raising Tentacleair's G-Power and giving an advantage to the players who's currently winning the match. Avoid his Gate Cards if you're winning the match, or if Fear Ripper has not been used or is standing on one. Be prepared to counter Tentacleair's +200 G-Power Boost if you face him in battle.

Do not use Pyrus, Aquos, or Ventus against Julio's Hard Deck 2. This stops him from using the Ground Attack Ability Card. Avoid fighting Tentacleair on one of Julio's Gate Cards, and if you must fight on his Gate Cards, make sure your Bakugan has less G-Power than his to get an additional bonus from the Rising Blow Gate Card. When fighting on your own Gate Cards, be prepared to combat a +150 G-Power Boost from Julio's Power from Darkness Ability Card.





Second Opponent: Chan

Deck: Hard

Battlefield Obstacle Level: Normal

Reward (Console): 1,400BP

Reward (Nintendo DS): 9,500BP



Chan Hard Deck Strategies



Chan's Hard Deck 1 was created assuming her opponent would use a different Bakugan attribute, and that they would have a stronger deck than she does. If your Bakugan have a higher G-Power than hers, stay away from her Gate Cards. Her G-Power Swap Gate Card can be extremely dangerous depending on how much more powerful your Bakugan are compared to hers. However, if your Bakugan are less powerful, don't hesitate to stand on her Gate Cards to reap the benefits of the G-Power Swap card. Fighting on her Gate Cards also prevents her use of the Circle of Fire Ability Card. Try to use Pyrus Bakugan to nullify her Shining Nova Ability Card and you won't have much else to worry about.

The only thing to worry about when facing Chan's Hard Deck 2 is the return of the Power Drain Gate Card. Make sure you do not stand on any of Chan's Gate Cards before she does to turn this card against her. Beyond that important strategy, as long as you have a solid deck there isn't much to fear from Chan using this deck.

Third Opponent: Klaus

Deck: Hard

Battlefield Obstacle Level: Hard

Reward (Console): 2,100BP

Reward (Nintendo DS): 12,000BP



Klaus Hard Deck Strategies



It is very difficult to prepare for the battle against Klaus's Hard Deck 1. This deck is designed to give Klaus a big advantage in almost every situation. If you battle on one of his Gate Cards, you risk fighting against Siege with double the Gate Card bonus from the Siege card, or fighting any of Klaus's Bakugan with +200 G-Power thanks to the Earth, Wind & Fire Gate Card. If you use Bakugan with three different attributes, you may fall prey to the Shining Nova Ability Card, giving Klaus +150 G-Power. To top things off, the combination of Klaus's Bakugan gives him +400 G-Power from the Pyrus, Aquos, and Haos Combo Ability Card. The best strategy here is to avoid using Pyrus, Ventus, or Darkus Bakugan to stop Klaus from using the Ground Shutdown, avoid fighting on his Gate Cards, and be prepared to potentially lose one battle to the Pyrus, Aquos, and Haos Combo Ability Card. Equip yourself with a strong enough deck to rebound from the loss and take every other battle in the match.

Klaus Hard Deck Strategies (cont)



The match against Klaus's Hard Deck 2 is much easier than the battle against his Hard Deck 1. Avoid using Ventus Bakugan to stop Klaus from using the Aquos and Ventus Combo Ability Card. Do not battle on his Gate Cards to avoid the significant G-Power Boost Klaus gains from the Mega Warrior Gate Card. Also be prepared to fight against Sirenoid with at least a +200 G-Power due to the Forcing Wave Ability Card.

Final Opponent: Dan

Deck: Hard

Battlefield Obstacle Level: Hard

Reward (Console): 2,100BP

Reward (Nintendo DS): 15,000BP



NOTE

In the Nintendo DS version, Dan uses his Normal deck.

Dan Hard Deck Strategies



Dan's Hard Deck 1 is almost entirely focused on giving Delta Dragonoid II a huge G-Power Boost. The only way to soften the blow is to fight on your own Gate Cards, but that leaves you vulnerable to the Fire Menace Ability Card, and Dan can still use the Meteor Strike Dragon Ability Card if Delta Dragonoid II is fighting on your Gate Card. You must go into this match with a strong deck, and be prepared to potentially lose when fighting Delta Dragonoid II unless you have an equally powerful Bakugan who can compete. If Dan stands Delta Dragonoid II on one of his Gate Cards, avoid that confrontation if at all possible.

Against Dan's Hard Deck 2, Pyrus Bakugan work best because they prevent him from using the Shining Nova and Pyrus and Subterra Combo Ability Cards. In this situation, the only Ability Card left is one that gives Delta Dragonoid II a G-Power Boost. If you do not have suitable Pyrus Bakugan to fill your deck, avoid using Subterra Bakugan at the very least. If Dan stands Delta Dragonoid II on one of his Gate Cards, or your Bakugan are more powerful than his, avoid fighting on his Gate Cards at all costs. This prevents him from reaping the benefits of the Delta Dragonoid II and G-Power Swap Gate Cards.



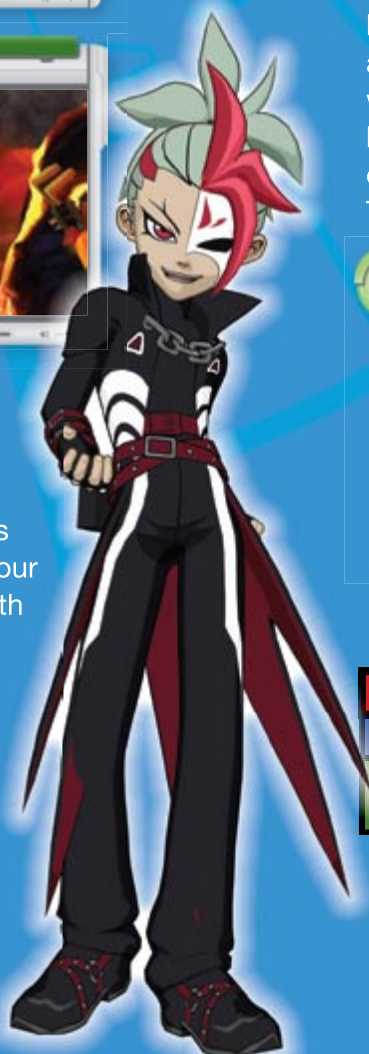


The Park

Defeat Dan in the Bakugan Master Cup tournament and Marduk and Masquerade show up to issue a challenge in the upcoming Ultimate Battle Tournament. You don't fight either of them immediately, but they'll be waiting for you in the next tournament.



The Ultimate Battle Tournament is the most difficult tournament yet and takes place on the Haos battlefield. You must have your deck as powerful as ever with all of your Bakugan at Level 8 or higher if you want to stand a chance. If you have a very good knowledge of the Haos battlefield it can help you if not all of your Bakugan are Level 8 or higher, but it will still be very difficult, especially the last few battles of the tournament.



After winning the Bakugan Master Cup Tournament, you should have a large amount of BP to use at the store. Pick up at least one or two Haos Bakugan if you don't already have some and get them upgraded and ready to go for the Ultimate Battle Tournament. When your deck is all set, head to the Park to find Dan, who is finally ready to practice with you, and new goals have been added as well. The Pyrus battlefield is also available to play on at the Park. All opponents waiting for you at the Park are now using their hard decks, so if you can take them out with ease you should be ready for the Ultimate Battle Tournament.



New Park Goals

Goal	Reward
Defeat Dan in the Park.	Dragonoid Bakugan
Defeat Dan in the Park.	Dragonoid and Boosted Dragon cards

Returning Park Opponents



Akira (Hard)
Billy (Hard)
Chan (Hard)
Jenny (Hard)
Jewls (Hard)
Julie (Hard)
Julio (Hard)
Klaus (Hard)
Komba (Hard)
Marucho (Hard)
Runo (Hard)
Shuji (Hard)
Shun (Hard)

New Park Opponents



Dan (Hard)

Available Park Battlefields



Arena
Aquos
Pyrus
Subterra
Ventus

Ultimate Battle Tournament



Match Type: 1-on-1

Battlefield: Haos

Battlefield Obstacle Level: Varies

Reward (Console): 250,000BP and Haos Crest

Reward (Nintendo DS): 50,000BP and Haos Crest





First Opponent: Marucho

Deck: Hard

Battlefield Obstacle Level: Easy

Reward (Console): 1,400BP

Reward (Nintendo DS): 10,000BP



Marucho Hard Deck Strategies



There isn't much to worry about against Marucho's Hard Deck 1. Avoid using Pyrus, Ventus, or Darkus Bakugan if you can. This prevents Marucho from using the Ground Shutdown Ability Card. If you must battle on his Gate Cards, do not fight against either version of Preyas II to avoid giving them a huge bonus from the Preyas Gate Card. It is also best to fight on one of Marucho's Gate Cards with lower G-Power to get the bonus from his Rising Blow Gate Card.

Have an Ability Card that will give you at least +200 G-Power to combat Marucho's Subterra and Aquos Combo Ability Card in his Hard Deck 2. Do not rely on Battlefield Items in case he uses the Dark Void Ability Card, and continue to avoid fighting either version Preyas II on any of Marucho's Gate Cards.

Second Opponent: Julie

Deck: Hard

Battlefield Obstacle Level: Normal

Reward (Console): 1,400BP

Reward (Nintendo DS): 12,000BP



Julie Hard Deck Strategies



Much like Julie's Normal Decks, her Hard Deck 1 is focused on Hammer Gorem. Stay away from her Gate Cards to limit Hammer Gorem's G-Power Boosts, and be prepared to combat the Fire Menace Ability Card when battling on your Gate Cards. If you have to fight on Julie's Gate Cards, try to let her Bakugan stand first, then use a Bakugan with lower G-Power in an attempt to gain the boost from her Quick Charge Gate Card.

The strategy used against Julie's Hard Deck 2 is very similar to the strategy used against her Hard Deck 1. Hammer Gorem is the focus of her offensive strategy again. Avoid fighting on her Gate Cards to limit his G-Power, but if you end up in a battle on her Gate Card, use a Bakugan with lower G-Power than Julie's to get a boost from the Rising Blow Gate Card. Do not rely on Battle Items because of the Dark Void Ability Card, and be prepared to combat the Dark Circumference Ability Card if your Bakugan has a higher G-Power than hers.

Third Opponent: Runo

Deck: Hard

Battlefield Obstacle Level: Normal

Reward (Console): 2,100BP

Reward (Nintendo DS): 15,000BP



Runo Hard Deck Strategies



Blade Tigrerra is a force to be reckoned with in Runo's Hard Deck 1. To avoid the double Gate bonus it receives from the Blade Tigrerra Gate Card, do not fight it on one of Runo's Gate Cards. If you must fight another Bakugan on Runo's Gate Cards, let her stand on the card first and use a Bakugan with a lower G-Power to reap the rewards of the G-Power Exchange Gate Card. Be prepared to combat the +400 G-Power Blade Tigrerra receives from the Velocity Fang Ability Card, even if you fight on one of your Gate Cards.

To avoid the bonus she gets from the Haos and Darkus Ability Card, do not use Darkus Bakugan against Runo's Hard Deck 2. Blade Tigrerra is still just as much of a threat now as she was in Runo's Hard Deck 1. In addition, if you use Bakugan of any attribute other than Haos, Runo can use the Shining Nova Ability Card. Stick to Haos Bakugan if you can, and avoid fighting on her Gate Cards, especially against Blade Tigrerra or if Runo has won any Gate Cards during the match. This limits the G-Power Boost Blade Tigrerra can receive and prevents Runo from getting a big boost from the Mega Warrior Gate Card.

Fourth Opponent: Shun

Deck: Hard

Battlefield Obstacle Level: Hard

Reward (Console): 2,100BP

Reward (Nintendo DS): 18,000BP



Shun Hard Deck Strategies



The G-Power Swap Gate Card and Storm Skyress are the only things you need to concern yourself with against Shun's Hard Deck 1. Do not fight Storm Skyress on any of Shun's Gate Cards, and be ready to combat the +400 G-Power Boost she receives from the Destruction Meteor Storm Ability Card. If you must fight on Shun's Gate Cards, use the Bakugan with the lowest G-Power in case you get the G-Power Swap Gate Card.

Against Shun's Hard Deck 2, continue to use your weakest Bakugan if you must battle on his Gate Cards. If you stand on his Rising Blow Gate Card you will receive double the G-Power Boost. Try to compose your deck entirely of Ventus Bakugan so Shun cannot use the Shining Nova Ability Card. At the very least, to prevent Shun from using the Ventus and Pyrus Combo Ability Card do not use Pyrus Bakugan. Storm Skyress is still a formidable opponent, having the same G-Power Boosts she had in Shun's Hard Deck 1.



Quarterfinal Opponent: Dan

Deck: Hard

Battlefield Obstacle Level: Hard

Reward (Console): 2,100BP

Reward (Nintendo DS): 20,000BP



Dan Hard Deck Strategies



Dan's Hard Deck 1 is almost entirely focused on giving Delta Dragonoid II a huge G-Power Boost. The only way to soften the blow is to fight on your own Gate Cards, but that leaves you vulnerable to the Fire Menace Ability Card, and Dan can still use the Meteor Strike Dragon Ability Card if Delta Dragonoid II is fighting on your Gate Card. You must go into this match with a strong deck, and be prepared to potentially lose when fighting Delta Dragonoid II unless you have an equally powerful Bakugan who can compete. If Dan stands Delta Dragonoid II on one of his Gate Cards, avoid that confrontation if at all possible.

Against Dan's Hard Deck 2, Pyrus Bakugan work best because they prevent him from using the Shining Nova and Pyrus and Subterra Combo Ability Cards. In this situation, the only Ability Card left is one that gives Delta Dragonoid II a G-Power Boost. If you do not have suitable Pyrus Bakugan to fill your deck, avoid using Subterra Bakugan at the very least. If Dan stands Delta Dragonoid II on one of his

Dan Hard Deck Strategies (cont)



Gate Cards, or your Bakugan are more powerful than his, avoid fighting on his Gate Cards at all costs. This prevents him from reaping the benefits of the Delta Dragonoid II and G-Power Swap Gate Cards.

Semifinal Opponent: Masquerade

Deck: Hard

Battlefield Obstacle Level: Hard

Reward (Console): 2,100BP

Reward (Nintendo DS): 22,000BP



Masquerade Hard Deck Strategies



Masquerade's Bakugan in his Hard Decks are at maximum level, so be ready for a potentially difficult match. Against his Hard Deck 1, do not fight Dual Hydranoid on one of Masquerade's Gate Cards. Try to avoid fighting on his Gate Cards altogether unless Masquerade has not won any Gate Cards during the match. This prevents him from getting the Gate bonus from his Mega Warrior Gate Card. Be prepared to battle against an extremely buffed up Dual Hydranoid, even if you're fighting on one of your own Gate Cards. Masquerade can still use the Darkus Gazer Ability Card to give Dual Hydranoid +400 G-Power, along with the Power from Darkness Ability Card for an additional +150 G-Power.

Masquerade Hard Deck Strategies (cont)



Against Masquerade's Hard Deck 2, try to use Darkus Bakugan to limit his use of the Shining Nova and Darkus and Aquos Combo Ability Cards. If Darkus Bakugan are not an option, at least avoid using Aquos Bakugan to stop the Darkus and Aquos Combo card. Dual Hydranoid is just as much of a threat here as he was in Masquerade's Hard Deck 1, and if you must fight on one of his Gate Cards, use your most powerful Bakugan in an attempt to get the huge bonus from the Lava Fields Gate Card.



Marduk Hard Deck Strategies



Marduk's Hard Deck 1 is designed to take advantage of every situation. If you battle on any of Marduk's Gate Cards, chances are you will face Battle Ax Vladitor with a double Gate bonus from the corresponding Gate Card, and it's very likely Marduk will use the Thousand Destroyer Ability Card to give Battle Ax Vladitor an additional G-Power Boost of +400. The only saving grace of fighting on Marduk's Gate Cards is that the G-Powers of the fighting Bakugan will be swapped if you battle on the G-Power Exchange Gate Card. Under most circumstances, Marduk's Bakugan will have higher G-Power, so this will work to your advantage. To lessen Marduk's advantage, avoid fighting on his Gate Cards, and do not engage Battle Ax Vladitor on Marduk's Gate Cards at all costs. If you battle on your Gate Cards, Marduk can still use the Thousand Destroyer Ability Card, along with the Power from Darkness Ability Card for an additional +150 G-Power. Have a very strong deck ready to battle against Marduk.

Fighting against Marduk's Hard Deck 2 is almost exactly the same as the battle against his Hard Deck 1. The only real difference is that if you battle on his Mega Warrior Gate Card, Marduk will have a significant advantage if he's won any Gate Cards during the match.

TIP



Before the final tournament match against Marduk, make sure you have Gate Cards and Ability Cards in reserve that will work well with Omega Leonidas. You will be fighting against Marduk's hard deck with Battle Ax Vladitor on the Darkus battlefield. You will not be able to go to the store or the Park between the tournament match against Marduk and the final match on the Darkus battlefield. However, you will receive the Omega Leonidas Gate Card and Omega Eraser Ability Card before the match.

Final Opponent: Marduk

Deck: Hard

Battlefield Obstacle Level: Hard

Reward (Console): 2,100BP

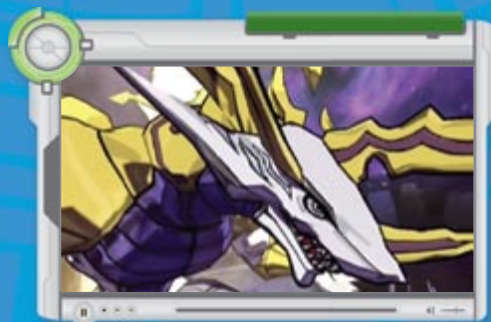
Reward (Nintendo DS): 28,000BP



After you defeat Marduk and win the tournament, Vladitor evolves into Battle Ax Vladitor.



To combat this, Leonidas evolves into Omega Leonidas.



You must build a deck consisting of Omega Leonidas as your only Bakugan and engage in battle against Marduk's hard deck with Battle Ax Vladitor on the Darkus battlefield. The Omega Leonidas Gate Card is already in your deck, but make sure to use your Omega Eraser Green Ability Card; you have just obtained it, but it's not yet in your active deck.

The rules of the final match are slightly different than a typical 1-on-1 match. Only one Gate Card will be in use at a time. The Gate Card used alternates between you and Marduk. You can use only Omega Leonidas as your sole Bakugan, and Marduk is limited to using only Battle Ax Vladitor. Because of this limitation, Double Stands are prohibited.

TIP



Every time Marduk throws his Bakugan, he uses a Special Shot, Darkus Phantom. If Omega Leonidas is standing on the Gate Card before Battle Ax Vladitor, he will lose G-Power because of the Special Shot. If it's your turn to go first, deliberately miss the card to avoid Marduk's Special Shot. Alternately, if you're going to land on the card, you can explore the Darkus battlefield in an attempt to build up as much G-Power as possible.

Final Match

Opponent: Marduk

Deck: Hard

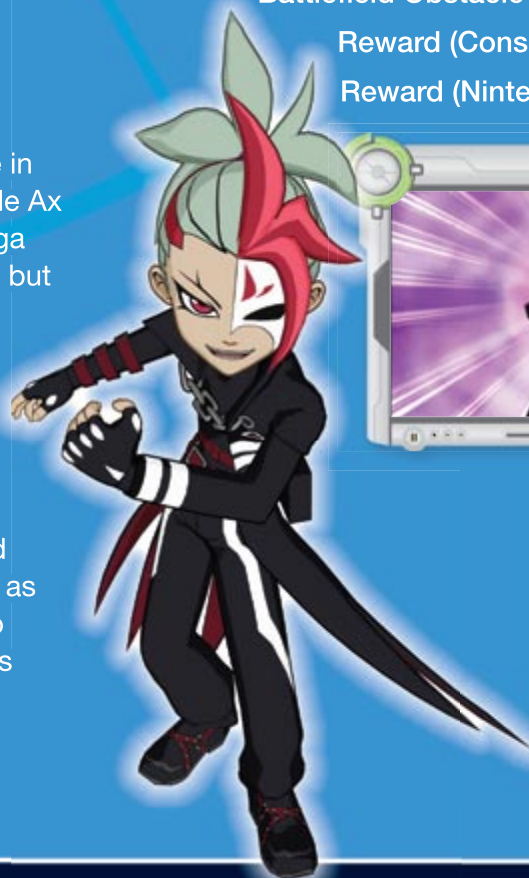
Match Type: 1-on-1

Battlefield: Darkus (Easy)

Battlefield Obstacle Level: Easy

Reward (Console): 1,500BP

Reward (Nintendo DS): 35,000BP



The Park

Defeat Marduk and the main storyline of the game comes to an end. However, Marduk and Masquerade have been added to the challengers in the Park, and the Haos, Darkus, and Standard battlefields are now selectable. You can keep playing against people in the Park and continue to participate in tournaments. Any one of the previous tournaments can start at any time, offering new battles to partake in.

New Park Goals

Goal	Reward
Collect all Bakugan and cards and become the #1 ranked Bakugan player.	Ultimate Brawler title
Defeat Masquerade in the Park.	Hydranoid Bakugan
Defeat Masquerade in the Park.	Hydranoid and Chaos of the Darkness cards
Defeat Marduk in the Park.	Vladitor Bakugan
Defeat Marduk in the Park.	Vladitor and Dark Sphere Impact cards



Returning Park Opponents



Akira (Hard)
 Billy (Hard)
 Chan (Hard)
 Dan (Hard)
 Jenny (Hard)
 Jewls (Hard)
 Julie (Hard)
 Julio (Hard)
 Klaus (Hard)
 Komba (Hard)
 Marucho (Hard)
 Runo (Hard)
 Shuji (Hard)
 Shun (Hard)

New Park Opponents



Marduk (Hard)
 Masquerade (Hard)

Available Park Battlefields



Arena
 Aquos
 Pyrus
 Subterra
 Ventus
 Haos
 Darkus
 Standard



Achievements and Trophies

Title	Requirement	Mode	Trophy Type	Gamer Points
Advanced	Win the Brave Battlers Tournament.	Story	Bronze	25
Amazing Shot	Collect three or more Fuel Pick-Ups in one shot.	All modes	Bronze	10
Aquos Master	Win twenty battles using Aquos Bakugan.	All modes	Bronze	N/A
Aquos Spiraler	Win a battle using the Aquos Spiral Special Shot.	All modes	Bronze	10
Bakugan Master	Win the Bakugan Master Cup Tournament.	Story	Bronze	25
Bakugan Pro	Win the Maximum Power Tournament.	Story	Bronze	25
Beginner	Win the Neo Challengers Tournament.	Story	Bronze	25
Challenger	Make it into the top 500 in the Bakugan World Rankings.	Story	Bronze	10
Contender	Make it into the top 100 in the Bakugan World Rankings.	Story	Bronze	15
Customer	Shop at the Store.	Story	Bronze	10
Darkus Master	Win twenty battles using Darkus Bakugan.	All modes	Bronze	N/A
Darkus Phantom	Win a battle using the Darkus Phantom Special Shot.	All modes	Bronze	10
Elite	Make it into the top 10 in the Bakugan World Rankings.	Story	Bronze	25
Explorer	Unlock all battlefields in the Park.	Story	Bronze	30
Extremely Wealthy	Earn 50,000 or more total Ranking Points in Story Mode.	Story	Bronze	25
Full Deck	Collect all Gate Cards.	Story	Bronze	30
Grand Battle Brawler	Win fifty 1 on 1 Battles in Story Mode.	Story	Bronze	20
Great Shot	Collect three or more Battle Items in one shot.	All modes	Bronze	10
Haos Light-Bringer	Win a battle using the Haos Lightning Special Shot.	All modes	Bronze	10
Haos Master	Win twenty battles using Haos Bakugan.	All modes	Bronze	N/A
Intermediate	Win the Supreme Tag Team Tournament.	Story	Bronze	25
Loaded Deck	Collect all Ability Cards.	Story	Bronze	30
Mighty Battle Brawler	Win twenty Battle Royales in Story Mode.	Story	Bronze	20
Miracle Shot	Collect ten or more G-Power Pick-Ups in one shot.	All modes	Bronze	15
Patron	Spend at least 30,000 Bakugan Points at the Store.	Story	Bronze	20

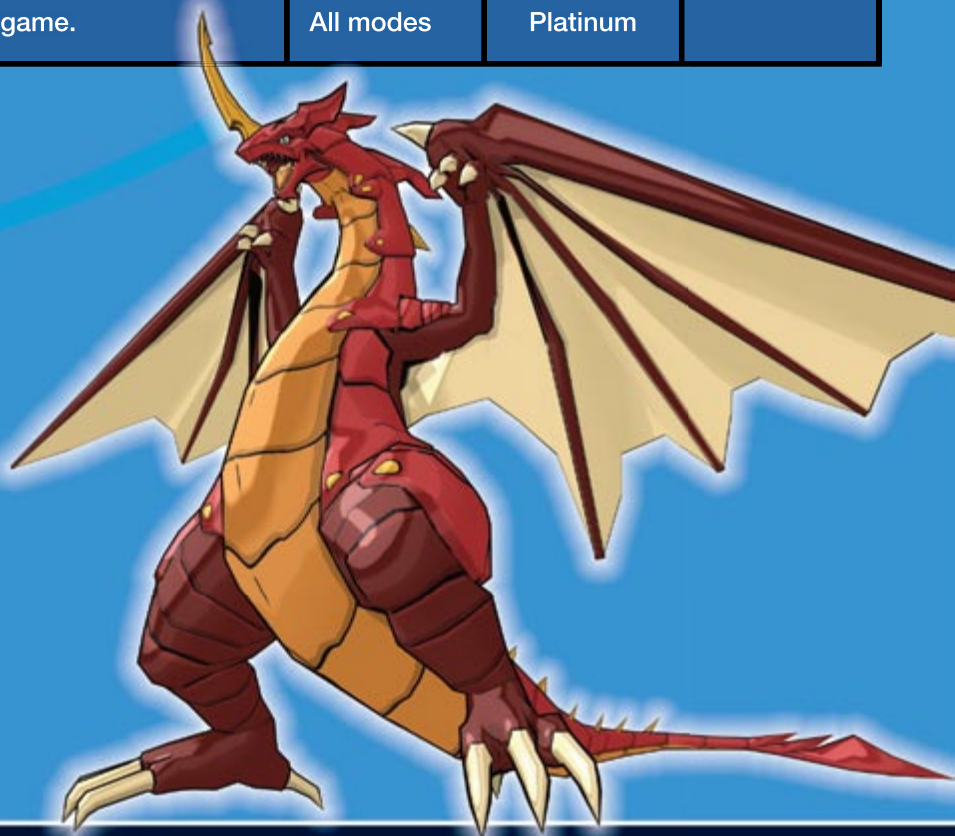
Achievements and Trophies (cont)

Title	Requirement	Mode	Trophy Type	Gamer Points
Pyrus Master	Win twenty battles using Pyrus Bakugan.	All modes	Bronze	N/A
Pyrus Striker	Win a battle using the Pyrus Strike Special Shot.	All modes	Bronze	10
Reliable Battle Brawler	Win twenty Tag Team Battles in Story Mode.	Story	Bronze	20
Rookie	Finish the tutorial in Story Mode.	Story	Bronze	10
Shaking Guru	Win five Level 3 Shaking Battles in a row.	All modes	Bronze	N/A
Power Guru	Win five Level 3 Power Battles in a row.	All modes	N/A	25
Shaking Master	Win five Shaking Battles in a row.	All modes	Bronze	N/A
Power Master	Win five Power Battles in a row.	All modes	N/A	15
Shooting Guru	Win five Level 3 Shooting Battles in a row.	All modes	Bronze	25
Shooting Master	Win five Shooting Battles in a row.	All modes	Bronze	15
Smashing Shot	Break an obstacle on the battlefield.	All modes	Bronze	10
Sphere Attack Master	Make ten successful Sphere Attack or Critical KO shots.	All modes	Bronze	20
Sphere Attack Sensei	Make twenty successful Sphere Attack or Critical KO shots.	All modes	Bronze	50
Sphere Attack Student	Make a successful Sphere Attack or Critical KO.	All modes	Bronze	10
Stand Your Ground	Perform twenty Double Stands.	All modes	Bronze	N/A
Staying Power	Perform five Stays.	All modes	Bronze	N/A
Steering Ace	Steer a Bakugan for at least ten seconds.	All modes	Bronze	30
Subterra Master	Win twenty battles using Subterra Bakugan.	All modes	Bronze	N/A
Subterra Smasher	Win a battle using the Subterra Quake Special Shot.	All modes	Bronze	10
The Whole Gang's Here	Unlock all characters in the Park.	Story	Bronze	30
Through Their Eyes	Play as every character in Battle Arena Mode.	Battle mode	Bronze	10
Timing Guru	Win five Level 3 Timing Battles in a row.	All modes	Bronze	25
Timing Master	Win five Timing Battles in a row.	All modes	Bronze	15



Achievements and Trophies (cont)

Title	Requirement	Mode	Trophy Type	Gamer Points
Tourist	Play in every battlefield in Battle Arena Mode.	Battle mode	Bronze	10
Ultra Shot	Collect three or more Hyper Ability Cards in one shot.	All modes	Bronze	15
Ventus Master	Win twenty games using Ventus Bakugan.	All modes	Bronze	N/A
Ventus Stormer	Win a battle using the Ventus Storm Special Shot.	All modes	Bronze	10
Wealthy	Earn 10,000 or more total Ranking Points in Story Mode.	Story	Bronze	10
Where Will I Put Them All?	Collect every Bakugan in the game.	Story	Bronze	30
Bakugan King	Win the Ultimate Battle Tournament.	Story	Silver	60
Domination	Win a game against every character in Story Mode.	Story	Silver	20
Battle Professional	Win ten Gate Cards in a row.	All modes	Gold	40
Best of the Best	Make it into the number 1 spot in the Bakugan World Rankings.	Story	Gold	50
Bakugan Emperor	Get every trophy in the game.	All modes	Platinum	





PRIMA OFFICIAL GAME GUIDE

Written by:
Bryan Dawson

Prima Games
An Imprint of Random House, Inc.
3000 Lava Ridge Court, Suite 100
Roseville, CA 95661
www.primagames.com

TABLE OF CONTENTS

HOW TO USE THIS GUIDE	2
BASICS	5
CHARACTERS	14
BATTLEFIELDS	109
GENERAL STRATEGY	122
BAKUGAN DATABASE	138
CARD DATABASE	178
STORY MODE	224



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Senior Product Marketing Manager: Donato Tica
Associate Product Manager: John Browning
Design & Layout: Elise Winter
Manufacturing: Stephanie Sanchez & Suzanne Goodwin
Copyeditor: Deana Shields

Prima would like to thank

Activision: Carl Behrens, Mark Meadows, Letam Biira, Tim May, Andy Owen, Kyle Kleven, Thanuvang Yang, Matt McCullough, Steve Myers, and Jon Pho.
Nelvana: Marjanne Lyn, Mark Picard, Tanya Pirozzo, and Tonya Lindo.

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About the Author:



Bryan Dawson has been writing about games for well over a decade. He has written for AOL, IGN, Business Week, and many other notable publications. He's also been a competitive gamer for quite some time. Focusing his skills on fighting games, Bryan has been a well-known name within the fighting game community for many years. In addition to writing guides for Prima, Bryan is Editor in Chief of The Temple Arcade and helps run the annual DEVASTATION gaming tournament and event. When he's not writing, Bryan can be found enjoying a game of Tekken, Super Puzzle Fighter II Turbo HD Remix, or Final Fantasy XI.

We want to hear from you! E-mail comments and feedback to bdawson@primagames.com

ISBN: 978-0-307-46575-7
Library of Congress Catalog Card Number: 2009909567
Printed in the United States of America
08 09 10 11 LL 10 9 8 7 6 5 4 3 2 1